

Game of the month: Is **Tomb Raider** better than Quake?

Two massive game guides: Beat 2 and Syndicate Wars!

PC REVIEW

THE COMPLETE GUIDE TO PC LEISURE

STAR WARS

3D EXTRAVAGANZA

- Adding digital effects to the movies: how and why
- Guide to creating your own 3D Star Wars images
- Lucasarts games: the class of 97 revealed
- Where to find free Star Wars stuff on-line

ON-LINE BANKING COMES HOME

Microsoft and Barclays team up

THE LOVERS' GUIDE CD-ROM

All in the best possible taste?

Seek and destroy

Virus killers head-to-head

STEVEN SPIELBERG'S DIRECTOR'S CHAIR

Sit down... get comfortable

WHICH MODEM?



Exclusive demos of Blam, 9, Mutant Penguins and more.

GET ON THE NET!

The software, the kit, and your first home page.

THE NEW YOU

Your PC can make you stronger, smarter and sexier. See page 16

Robert De Niro on his new game '9'

"You show many sides of one situation, one character..."

YOUR NEXT MONITOR

Time to move up to a 17-incher

HOW TO...

- Build better Quake levels
- Put a friendly face on Win95
- Give a multimedia Xmas card

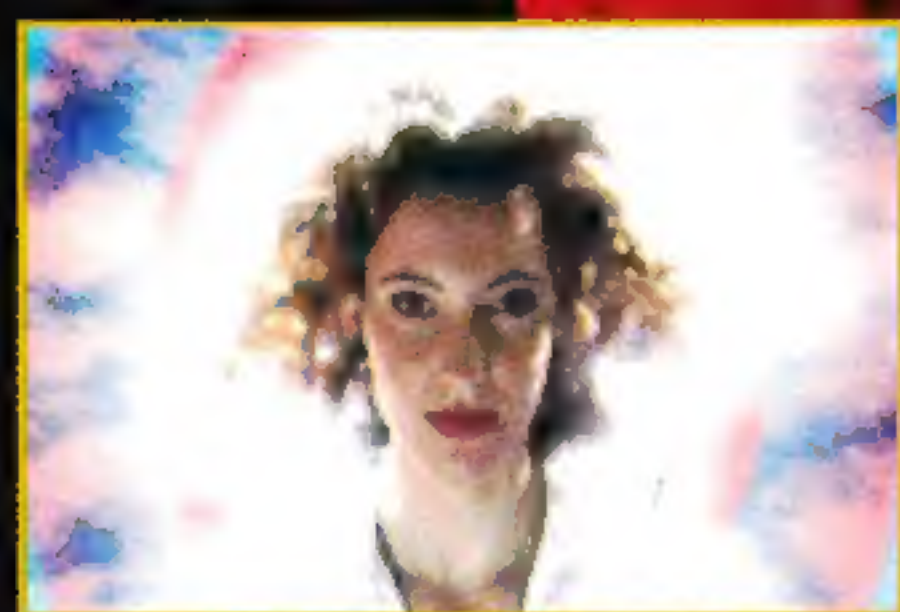
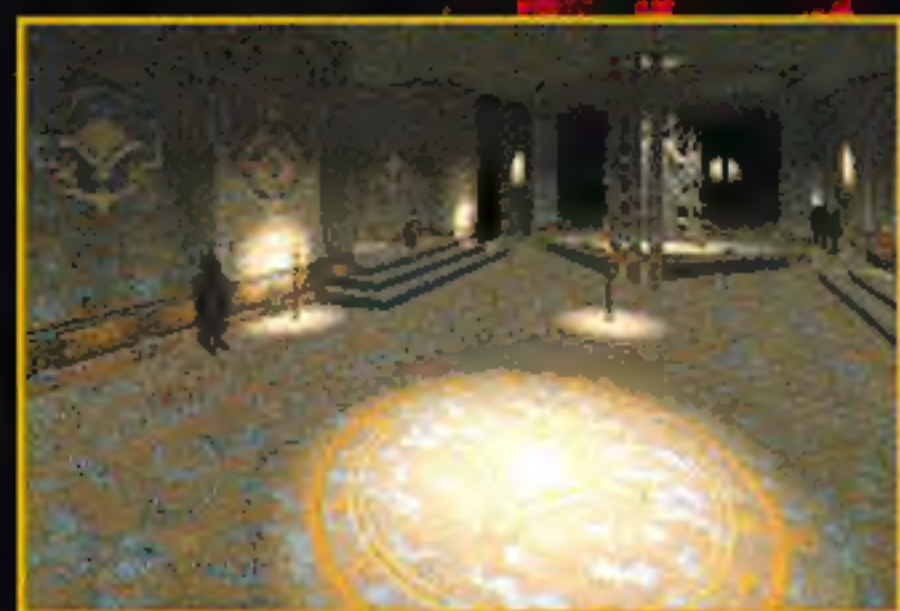
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CAN GOOD EXIST...



...WITHOUT EVIL?

The untimely death of Adam Randall's father leads him to a remote and seemingly desolate country home near the Cornish village of Helston. A vast portal through time and space and the epicentre of the battle between dark and light fought through the millennia.

Classic 5/5 "...Utterly compelling" CGW

"A modern gaming classic" PC Format

92% PC Home

- Journey as Adam Randall into a vast and immersive first person three-dimensional world.
- Arm yourself and battle with demonic spirits cast from the souls of men.
- Resolve the Enigma of the Soul Stone and ensure the defence of good against evil.

Containing over 20 motion captured demons, a vast and intricate three dimensional world, 12 different weapons to arm yourself with and over two hours of absorbing video footage, you will be captivated by Realms' dark domain and the belief that the machinations of an age old French sorcerer and his demonic alter ego can really plunge the world into a new age of darkness

REALMS of the HAUNTING



**PC
CD
ROM**

OUT NOW





This month...



STAR WARS

3D EXTRAVAGANZA

Lucas is reinventing the *Star Wars* movies with the help of computers. Our massive eight-page feature lets you into the secrets of the films, the new games and even indulges in a spot of do-it-yourself.

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The New You

Stop blaming your PC for your bleary eyes and bad posture. It's like a bad workman accusing his Powerdrill of insolence. Your PC can in fact help you get fitter, faster and fabber. We take you on a tour of self-improvement Internet sites and CD-ROMs.



Robert De Niro and '9'

Special report on the debut game from Robert De Niro's Tribeca Interactive. Everyone's favourite method actor is acting this time in a behind-the-scenes role in *9*, the game that takes you to the Last Resort. Will it rage like a bull?



The Lovers' Guide

The best-selling series of videos gets the multimedia treatment. Is *The Lovers' Guide* CD-ROM a compelling and tasteful introduction to you and your partner's bodies, or just a cheap, tacky porn disc?



Your next monitor

Why are you still making do with the monitor that came with your PC? You need a bigger, clearer, better picture. We round-up six of the best new models. Can you afford to move up to a 17-inch screen? Read our buyer's guide and find out.



Get on the Net!

Move on-line with our three-way assault on the Internet! On page 113 Microsoft's *Explorer 3* and *Netscape Navigator 3* fight it out, on page 114 we review the latest new external modems and turn to page 122 for a guide to creating your own homepage.

TOMB RAIDER

This is Lara Croft – she stars in *Tomb Raider*, the new title from Core Design and the winner of our Game of the Month award. Find out why we think this adventure is better than single-player *Quake* in our three-page review.

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CD REVIEW
THE PC GAMING MAGAZINE

9

Visit 'The Last Resort' in this massive demo. Try the debut game from Robert De Niro.

BLAM!
MACHINEHEAD

Blast your way through a whole level.

11 EXCLUSIVES INCLUDING...

Mutant Penguins

Xmas version of the fun arcade puzzler.

LOTTERY CRACKER 2

Pick your numbers with this complete utility. Worth £14.95.

EVOLUTION OF LIFE

Discover the secrets of DNA, one of Richard Dawkins.

SIMPSON'S CARTOON STUDIO

Join Homer, Bart, Krusty the Clown and friends to create a cartoon of your own.

TURBOCAD 2

Fully working CAD app.

PLUS: Tomb Raider, ToonStruck, Ultimate Soccer Manager 2, Visual Reality 1.5, Jungle Activated, Medi8or 3, FIFA 97 and much more!

This month on CD Review...

Player

Play the very best demos first with CD REVIEW. Nine games are featured this month including *Tomb Raider*, *ToonStruck*, *FIFA 97*, *Hyperblade*, and *Ultimate Soccer Manager 2*, with exclusives on 9, *Blam* and *Mutant Penguins*.

The Works

Not one, not two, but three fully-working commercial apps. Put your money away missus. We present *TurboCAD 2*, *Lottery Cracker 2* and *Visual Reality 1.5*.

Multimedia

Three exclusive demos. Make your own drum and bass tunes with *Jungle Activated*, create your own cartoon with *The Simpsons* and discover *The Evolution of Life*.

Pic'n'Mix

All the software you need to customise your PC desktop.

See
page
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Open up the disc label booklet for a quick reference guide to controls for the games on CD REVIEW. Turn to page 131 for your seven-page guide to using the disc, including projects, hints, tips and more.

EASY FIND

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On-line banking comes home at last

Never shake in fear of your bank manager again. Just flame him instead, courtesy of Microsoft's new deal with Barclays bank.



The Great Debate: Shock or schlock?

Are you disgusted by the state of computer games advertising? Is it racist, sexist or just plain nonsense? Two ad men argue the point.



Game Guides: Syndicate Wars and Z

This month we bring you the complete strategy guide to the Bitmaps Brothers' Z and also the first half of our *Syndicate Wars* walkthrough.



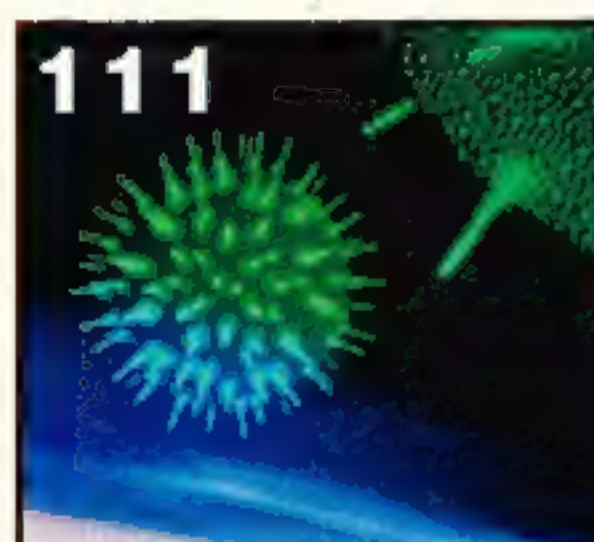
Steven Spielberg's Director's Chair

The latest title from Dreamworks Interactive sees you directing the likes of Jennifer Aniston. Too good to be true?



Picasso on CD-ROM

One of this century's most influential artists gets a multimedia make over. Find out what his pictures were really about (and how many women he sent to the grave...).



Seek and Destroy: Virus killers tested

Viruses are spreading! You need to protect your PC – and we've got just the tools to do it. Two top anti-virus packages go head-to-head.



How to... Put a friendly face on Win95

Like a whining dog locked out at night, your PC just wants to be part of the family. Give it a smile with our guide to Windows 95 themes.



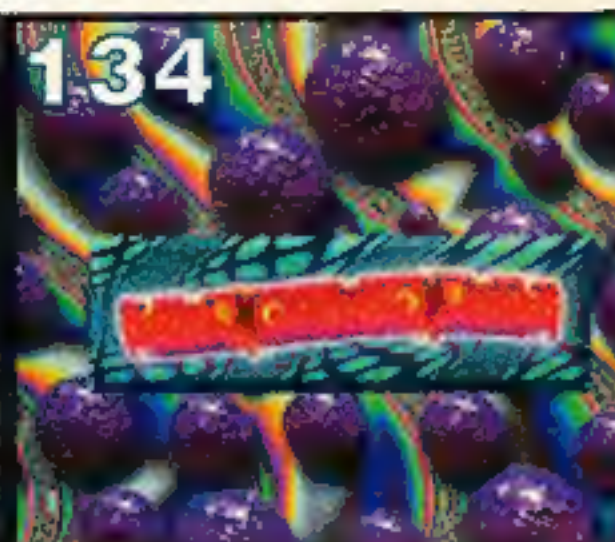
How to... Design your homepage

Isn't it time your name was up there in lights? Follow our step-by-step guide to creating your homepage and six tips for making it even better.



How to... Build better Quake levels

Last month you got the bricks and mortar. Now for the masterclass – nine tricks for creating better levels and customising your players' skins.



How to... Give a digital Xmas card

Why settle for glitter and glue when you can create your own multimedia Xmas greetings? Pop it on a floppy and await the plaudits..

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Give The Kids A Buzz!



The Magic of Disney Now In Your Computer!



*Build critical thinking skills
with multi-level activities*



*Experience hilarious new
action not seen in the movie*



*Read and relive memorable
moments from the film*

Share in the wild, interactive adventures of Buzz, Woody and the rest of the gang in the ground breaking Toy Story Animated Storybook from Disney Interactive. With 15 story screens, 5 activities and more than 250 on screen 'clickables' you'll be transported to an amazing 3-D world for hours of fun. And when you get back don't forget to check out the whole range of fantastic Disney Interactive titles available from your local stockist.

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Visit the Toy Story site at www.disney.co.uk/toy_story

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WELCOME

The first *Star Wars* movie came out in May 1977. I went to see it five times. Now, as we race towards Christmas 1996 I find myself making a living writing about the same film. I love this job.

Our massive feature doesn't just look into the re-releases of the original movies. On top of covering Lucasfilm's love affair with computer generated 3D graphics, we reveal the new LucasArt's games, visit the best *Star Wars* Web sites and show how to render your own *Star Wars*-style images.

We indulge in a bit of naval gazing on page 28, with this month's *Great Debate*. PC REVIEW has picked up criticism for running tasteless adverts, so we've invited two ad men to put the case for and against shock tactics. We're taking a stand against advertising we regard as improper (Yes, it is costing us money!) Hope you enjoy the issue and your holiday celebrations. See you next month with our 10 New Year Resolutions.

James Binns, editor jbinns@futurenet.co.uk



YOUR COMPLETE GUIDE TO PC LEISURE

Welcome to the UK's most discerning PC magazine. Every month PC Review brings you...



NEWS

This month we investigate the future of home banking, take a dip with David Bellamy and his *World of the Reef*, find out what the Great British Public really thinks of technology and enroll at the new *Starfleet Academy*.

The PC industry is an exciting one, and we'll bring you that buzz every month. As well as the latest on games, multimedia and productivity, we keep you bang up-to-date with the ever-changing PC hardware scene. If a new soundcard or processor is causing excitement, you'll hear it here first. We're not scared of new technology – the kit you'll buy next year, explained today.



News editor
Owain
Bennallack
banks at
home.



PLAYER

Game of the month *Tomb Raider* earns itself an outrageously high mark on page 35. Elsewhere, Virgin has a hot month, with the long-awaited follow up to *Command and Conquer*, *Red Alert* and the surprise smash *Toonstruck*.

We offer entertaining, detailed and stimulating games reviews that give you a feel for the games you want to buy. Our reviewers are experienced gamers who write with passion and authority. Also look out for behind-the-scenes reports from the hottest games studios as well as tips and in-depth solutions for hit games.



Games editor,
Mark
Ramshaw.
He knows
his stuff.



MULTIMEDIA

Our big review this month is Grolier's *Picasso*. We simply shake our heads in wonder. *The Lovers' Guide* also gets our pulses racing, so to finally calm down, we collapse in Steven Spielberg's *Director's Chair*.

There's more to entertainment than games, and that's where our multimedia section comes in. We pick out the very best of the latest CD-ROM releases and review them on the basis of how compelling their content is – we're not just impressed by fancy graphics, we're looking for real substance. Our multimedia reviews are the toughest in the business.



Multimedia
host Garrick
Webster in
awe of
Picasso.



THE WORKS

As well as our double group test reviews of the newest modems and monitors, we check out Net browsers and the outstanding *World Construction Set 2.0*. Find out how to create your own planets on page 105.

The Works is where you come for the more serious side of computing. But we see no reason why dabbling with creativity software and producing your own graphics or music shouldn't be fun. The Works is also where you'll find our utility software, in-depth buyers guides, hardware projects and answers to our readers' problems.



Technical
editor Mat
Broomfield
presides over
The Works.

CD Review

The finest cover disc you'll find on any PC mag – the slickest, most reliable front end, and the best exclusive game demos, productivity apps and multimedia software. Plus this month we feature three complete commercial products.



The PC Review charter

AUTHORITY: All the team calls upon extensive experience in their fields.

HONESTY: We never allow corporate interests to obscure the truth.

VARIETY: Each month we select a mix of hardware and software.

DETAIL: We always check the facts – we never take a company's word for it!

VALUE: You are spending your own money – so price is always an issue.

QUALITY: We seek out the best and turn down dozens of products offered to us.



Our coveted Essential accolade is only given to the very best products – the things you can't live without.

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PC Review, please contact Mark Williams

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Distribution and circulation UK and

overseas newsstand by

Future Publishing Ltd ☎ 01225 442244

Photography: Rob Scott, Rick Buettner,

Simon Dodd

Photo library: Pictor, Telegraph, Katz,

Image Bank

Production co-ordinator: Manuela Green

Production technicians: Jon Moore, Jason

Titley, Simon Windsor, Chris Stocker,

Liz Cheney, Mark Gover

Ad designers: Sarah Moody, Liz Tuck

Group production manager: Richard Gingell

Colour origination: Phoenix Repro, Bath

Printed in the UK by E. T. Heron

Circulation director: Sue Hartley

Interactive product manager: Ben Rodd

Assistant publisher: John Bickley

Publisher: David Roberts

Publishing director: Jane Ingham

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An audience with...

LARA CROFT

She carries guns. She explores tombs. And she's gorgeous.

M eet Lara Croft. Walking, talking, living doll and star of the month *Tomb Raider*. We tracked her down to her home in Surrey, between expeditions.

Have video games been dominated for too long by muscle-bound Arnie lookalikes?

I'm not sure I'm qualified to answer that because I don't play them. My mansion in England has been without electricity for some years now. I had been stranded in the Gobi Desert and didn't return in time to pay my bill – I don't miss it at all.

I see. How about the exploring profession then? Far too many Indiana Jones lookalikes?

There are plenty of mugs sniffing around tombs these days, but a fedora hat and cool pair of chinos doesn't guarantee them all fortune and glory. I find most of them dead in catacombs, often missing a head or hand – I think they all try to hold on to their fedoras for too long. Overdressing like this is a common failing – I find shorts and a leotard more than adequate enough. Though a whip does go a long way in my book.

Who is it, then, that you respect the most?

All the ancient ones who respected themselves enough to design such harsh tombs in which to be buried – and who gave me my task in life. Nobody goes to trouble like that anymore.

Tell us about your childhood?

My childhood was really very normal; I lived with my parents and our servants in Surrey. At 11, I went to boarding school in Scotland and discovered rock-climbing – soloing many mountain routes there during netball practice. I also joined the shooting club but was instantly banned for showing "too keen an interest".

Is your lifestyle funded by your family heirloom or the artefacts you acquire?

I put the family heirloom into storage long ago – it's really not a very interesting collection of antiques. My local pawn shop usually gives me



Nice guns, love. Etc.

good returns for the artefacts I collect, but recently Penguin approached me about publishing some of my travel writings – with books like *Slaying Bigfoot* and *A Tyrannosaurus is Jawing at my Head*.

Who first approached you for the role?

I hardly consider my life as a role.

***Tomb Raider* has been compared to *Mario 64* on Nintendo's new console, the N64. Have you ever met a short, fat Italian called Mario?**

No, I haven't. We're not compatible, as he's in Nintendo – which is a shame, as I enjoy small, fast moving targets.

What's it like being a role model?

I can't say I've thought about it much – else would I still mutilate furry animals and raid ancient, sacred tombs? Well, probably. It's really not a problem for me. Julia Roberts once moaned that she could no longer dance naked in the street or something, but as yet I don't feel my actions need be constrained in any way. Raiding tombs is actually a very

anonymous activity – there's only the dead watching your every move.

Were you asked to do anything in the game you feel uncomfortable with?

Dying is always an uncomfortable experience, it takes a lot out of you. Although being scalped by little bats is quite humiliating as well.

Is it true you were asked to pose naked for a *Loaded* centrefold?

Yes, but they really meant it – no guns, not even my pistols. So I refused.

Weren't you enticed with the prospect of appearing alongside such talents as Joanne Guest?

I've never discovered what it is that she's done to develop such fame. Whatever feat she has achieved, I certainly admire her ability to cash in on the publicity. I'm not sure why she always takes her clothes off, though – her vital statistics are a bit diminutive for it. Surely she can't be doing her true talent any justice?

What's the next project for you?

I've been considering redecorating my house for quite some time. Maybe it's about time I did that.

Win Tomb Raider!

Those lovely people at Core have agreed to give away 10 copies of their top new game *Tomb Raider* (reviewed on page 35) To enter the prize draw, send a postcard, stating your system spec, before 15 January 1997, to: Tomb compo, *PC Review*, Future Publishing, 30 Monmouth Street, Bath, BA1 2DL.





IN THE NEWS

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NEWS

PLAYER IN BRIEF

Pajitnov defects to MS

In an effort to bolster its cred, Microsoft's Games Group has just hired Alexey Pajitnov. The Soviet-born software designer is best known for *Tetris*, which has sold over 40 million copies. He has struggled to achieve the same success with subsequent games.

Xtra Zest

Following the massive success of *Z*, the Bitmap Brothers have released *Z-Xtra*, a *Z* expansion CD. *Z-Xtra* features *Z Net*, which enables up to four networked



players to do battle, a *Z* demo and a Windows themed screensaver.

Muddy Internet

Meridian 59 is shaping up to be the definitive 3D MUD. The Net-based game, where you can roam around fighting thousands of other players from around the world, is run by 3DO. Check out <http://www.3do.com> for more details.

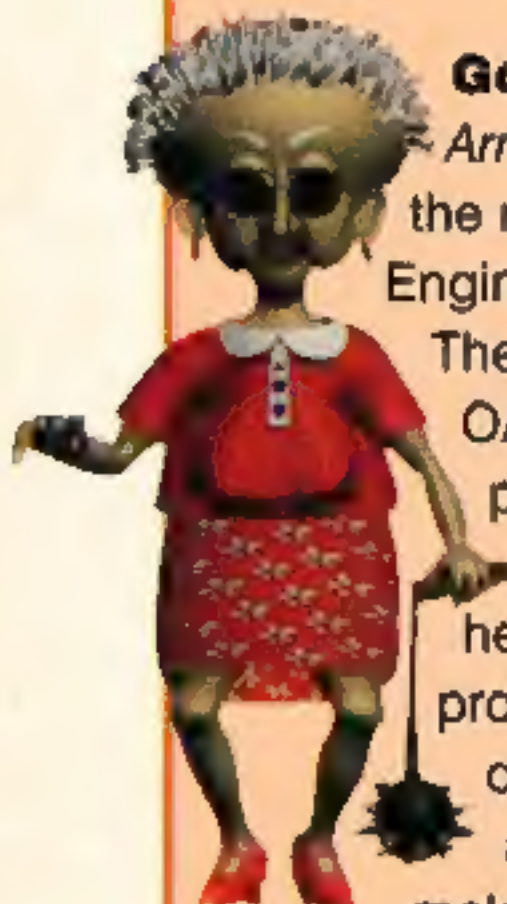
Saucy

Cranberry Source's *QAD* was in our offices recently, and it still boasts more on-screen enemies than any other 3D shoot-'em-up. The *Defender*-ish game where you and your PC battle it out to tempt hostages into rescue pods, will be available in the shops next Spring.

Go Granny Go

Armed and Delirious, the new game from MAD Engine, stars a Granny.

The tough-as-old-boots OAP races through five planets and 14 worlds in a bid to re-unite her family. The game promises humour and captivating puzzles, according to its makers, but has a surprising lack of false teeth jokes.



ON LINE BANKING C

Microsoft has joined with Barclays bank to provide the UK's first integrated home banking solution. Barclays PC Bank customers will be able to manage all their finances from within Microsoft's *Money 97*, the latest version of the home accounts package. The move is critical for both companies, neither of which has yet satisfied its ambitions in the home finance market.

Barclays was a late runner in the race to establish a home banking service. While its pilot on-line bank has been running since Spring, many rivals have been offering full schemes for months. Yet none has integrated its banking service with a software product. By tying its service in with Microsoft *Money 97*, Barclays

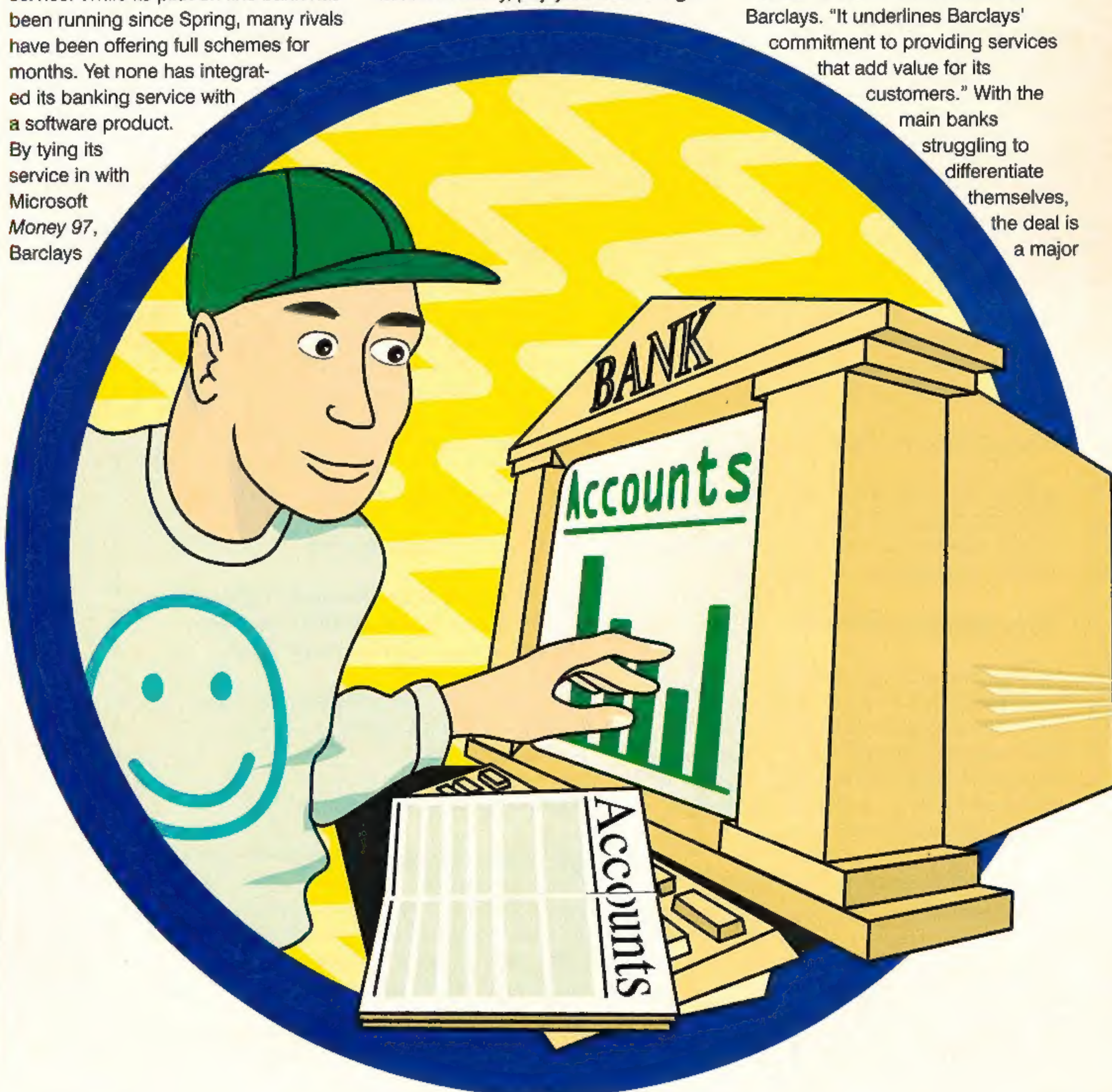
has the potential to effectively swamp the home market, especially as *Money 97* will probably be bundled with most all new PCs from next year. *Money 97* currently costs £29.99.

Hands-on cash control

Why does the deal make PC home banking more attractive? Simply because of the hands-on control you can now have over your money. You can download transaction details into *Money*, graphically display your account history, pay your bills and get

your up-to-date Barclays account balance. You can even transfer money between different accounts and set up standing orders, all from within *Money 97*. Every copy of *Money 97* will come with information on the full range of Barclays accounts. In the US, similar packages have been available for years and home banking is thus more widespread.

"This is the first association of its kind between Microsoft and a UK bank," said Richard Reay-Smith, director at the Personal Sector at Barclays. "It underlines Barclays' commitment to providing services that add value for its customers." With the main banks struggling to differentiate themselves, the deal is a major



First look at Myst 2: Riven



The long awaited sequel to *Myst*, the game that drove the CD-ROM revolution, is being readied for a summer release. "Riven is being created with the same attitude that drove *Myst*; create the most immersive experience possible," said Rand Miller, president of the game's developer, Cyan. More soon.

OMES HOME

Barclays and MS to revitalise your finances

coup for Barclays. The Midland Bank was recently forced to shelve its own similar scheme until at least next year.

Quicken quashing quashed

Of course, Microsoft has long been interested in the personal finance market. Two years ago, the US Justice Department prevented its purchase of Intuit, creators of the popular home accounts package *Quicken*. Although Barclays hasn't ruled out a deals involving *Quicken*, or any other software company for that matter, Intuit must be depressed by the new announcement. Since creating the market virtually overnight, *Quicken* has managed to avoid the clutches of Microsoft, but it has yet to be formally linked with a bank.

As yet there is no confirmed service fee for signing up to the Barclays PC Bank initiative, but there will almost certainly be some form of ongoing charge. "We are asking people how much they would be prepared to pay," said a Barclays spokesman.

"On-line banking has been a much talked about phenomenon," stresses Steve Beswick, Finance Sector sales manager at Microsoft. "With this announcement, it's now a real option." (OB)

CHECK OUT TESCO

So you don't need the high street bank anymore, but what about the out-of-town shopping centre? Well, PC owners in West London can now do their entire week's grocery shopping without risking road rage and raggedy children. Tesco, in league with the BIT group, has just launched a new Web site that enables you to browse through the 20,000 items available in-store. Once you've made your shopping list, you simply total the bill and then pay by credit card. Tesco then delivers to your home.

Roger Collins at the BIT group even claimed that Internet shopping gets even easier over time. "PC users who have taken the time to create their first shopping list can store, retrieve and amend their list the following week," he says. You'll need Microsoft's *Internet Explorer 3.0* to visit the Tesco Internet Superstore, at <http://www.tesco.co.uk/superstore>, but you can only complete a transaction if you live in the West London area.



No annoying screeching kids at the Tesco Internet Superstore.

Give us our money!

Nearly two out of three people would like to check their bank balances and pay bills via a home computer. That's the surprising news from Visa, which has just completed a survey entitled *The Way Ahead*. 62 per cent also foresee an increase in home shopping, via a PC or the Internet.

Fiona Wilkinson, general manager at Visa UK, claimed: "The survey confirms our view that consumers want easy-to-use and easy-to-access electronic systems to help them manage their financial affairs." As a result, she says, Visa is developing a number of new technologies, including remote banking and chip-based payment cards. "These will enable customers to access information or use their money at any time, wherever they happen to be," she continued. Visa is pushing electronic banking worldwide. In Japan, the company is working on Smart Commerce, which will put electronic shopping smartcards into the hands of thousands of housewives. In the US, Magic Link will make handheld banking a reality. The financial giant even has a toe in China, with its Golden Card ATM project.

Wheel me in, Scottie

Interplay's new 3D blaster boasts the original James T. Kirk



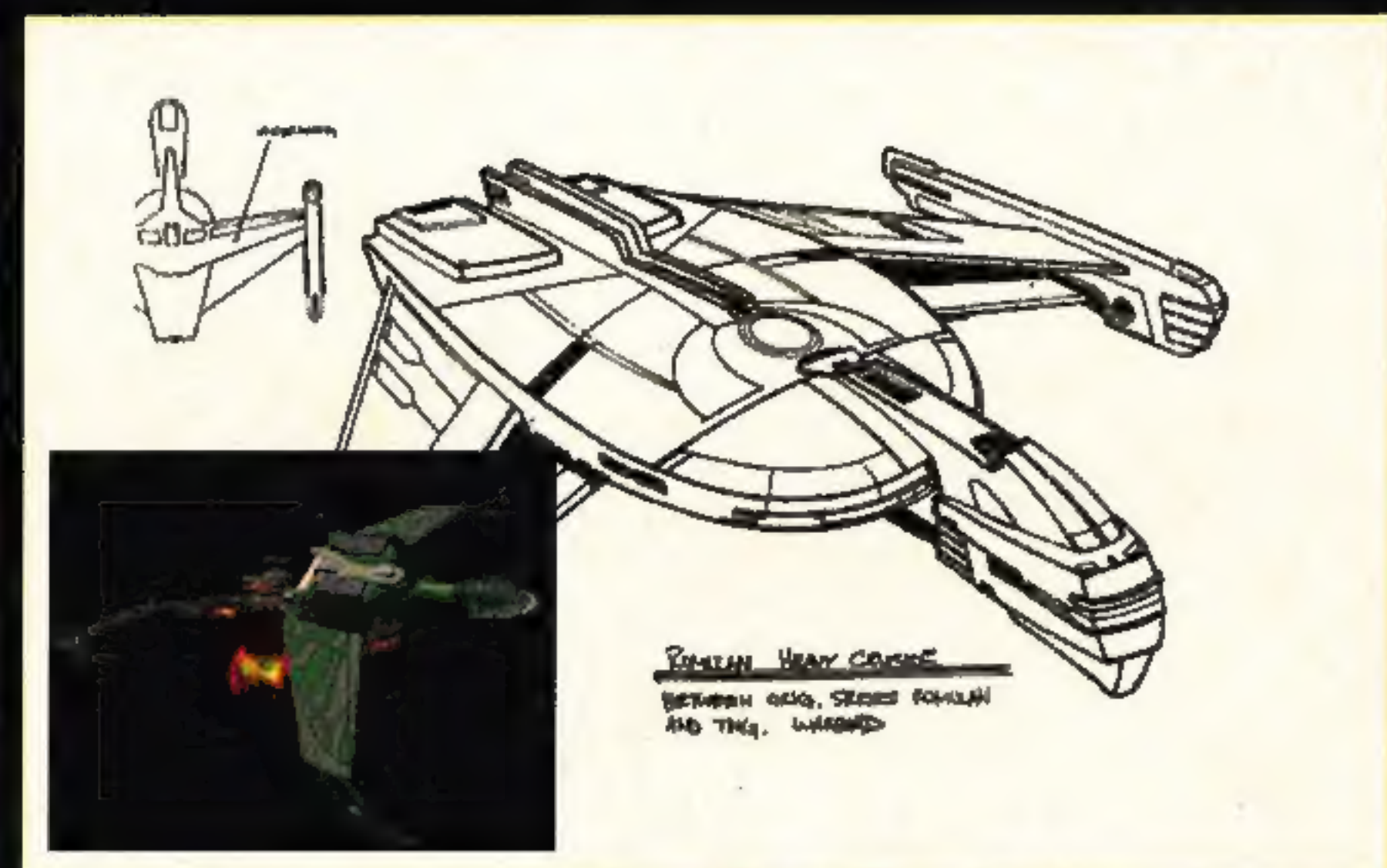
Rusty Buchert has also worked on *Descent*, *Descent 2* and *Battlechess*.

With its new *Star Trek* title, *Starfleet Academy*, Interplay won't be re-writing cinematic history. To avoid clashing with Trekkie lore, all the action is set in a Starship simulator rather than a real ship. Under the caring eye of the Starfleet Academy, you'll take on over 30 varieties of alien craft to earn your officer's wings. Advising you will be Captain Kirk, Chekov and Sulu. All three are to be played by the original actors.

The tense, thoughtful combat of *Star Trek* is to be represented by lovingly recreated 3D starships. "We had to argue that the Starfleet officers must learn their combat skills from somewhere," producer Rusty Buchert told PC REVIEW recently. Within the virtual starship you're able to tackle craft you might not normally encounter in, say, the USS Enterprise. The simulator also enables you to replay classic episodes, such as the Kobayashi Maru scenario from the *Star Trek II* movie.

Many 3D space sims see you fighting hordes of puny aliens. In contrast, most missions in *Starfleet Academy* will feature but a few strong spacecraft. "If you go head-on against a Supercruiser - it's like, goodbye!" said Rusty. "Instead, you might try sniping him from underneath whilst your wingmen occupy him from above." Life outside the simulator can be just as explosive as the photon torpedoes within. Campus politics and rash talk can decide the fate of the entire cadet corp. With William Shatner reprising his role as Captain Kirk for perhaps the last time, you'll be assured a definitive counsel.

Beating the likes of *Wing Commander 3* and *Privateer* will be as tricky as a Klingon with a sore head, but the passionate development team promises great things. We'll know for sure when *Star Trek: Starfleet Academy* boldly goes into the stores early next year.



The ships in *Starfleet Academy* remain perfectly faithful to the originals.

YEAR OF THE REEF



Enjoy your dives!

1997 is the international Year of the Reef and PC REVIEW will be honouring occasion next month by reviewing Ransom Multimedia's *World of the Reef*, featuring our favourite reef-loving botanist, Dr David Bellamy.



MULTIMEDIA IN BRIEF

The Music File

It should fit into a stocking very easily, but the *Music File* claims to be stuffed full of information on British rock and pop since the 1950s. At £14, it's a database cum reference guide, the disc lists 65,000 artists, 190,000 recordings and a colossal 900,000 tracks. It also has a built-in facility for cataloguing your own record collection. Call File Productions.

Wide World of Animals Winner

The *Wide World of Animals* CD-ROM, recommended with a mark of eight back in April's PC REVIEW, has won the coveted Wildscreen 96 Multimedia Award. Wildscreen is a showcase for film and video productions on the natural world. The disc is sold in by EA.

Ordnance Survey goes CD

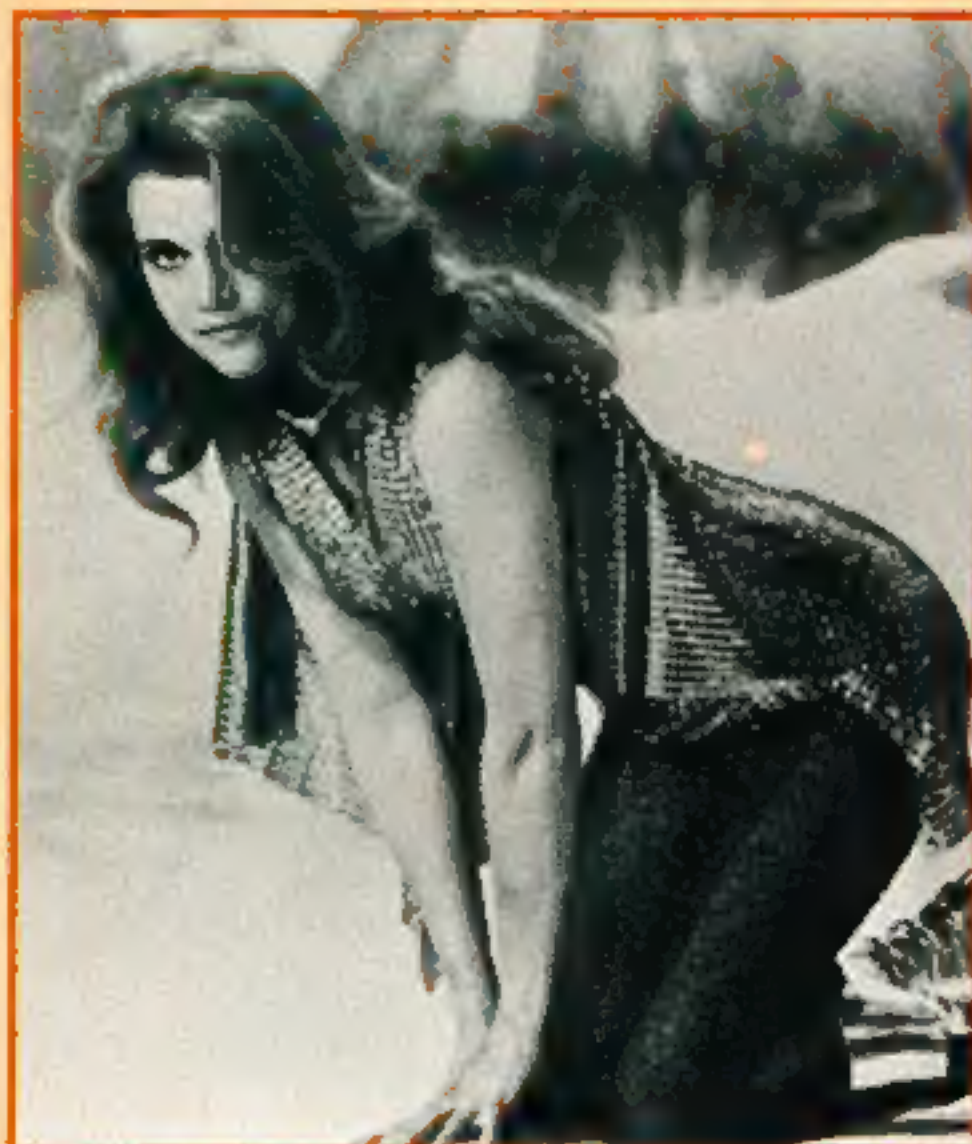
The cartographic company Ordnance Survey has teamed up with Attica to bring you the *Interactive Atlas of Great Britain*. Naturally, OS maps covering the whole country are included. Among the 45,000 places appearing, 200 are complimented with special multimedia extras like photos and video. Watch for our special review of atlases next month.

Barbie Designer

Enduring fans of Barbie dolls can now design outfits for their toys using Mattel Media's *Barbie Fashion Designer™*. Having chosen patterns and styles for skirts, shirts, trousers and jackets, you can see Barbie parade them about, in 3D, on the catwalk. Call GEM for more.

Movies, Movies, Movies

Catering to lovers of crime stories, dramas, science fiction, westerns and more, the *Corel All Movie Guide 2* has arrived, offering film buffs an alternative to Microsoft's *Cinemania*. A grand total of 100,360 films are listed, each with a review and cast listing. Major flicks have photos too, and 174,000 industry pros are profiled. It costs £19.99.



Here's Jane Fonda in *Barbarella*. Nice.

EXTRA! EXTRA!

Newspapers killed: Acorn questioned



Does Acorn's NewsPAD signal the death of print?

In a lucrative move for the kitty litter industry, Acorn Technologies has unveiled the NewsPAD – a prototype of tomorrow's newspapers. The Cambridge-based firm's portable multimedia viewer may make newsagents an endangered species. "We will change the lives of many hundreds of thousands of people and make an impact on millions of others," predicts Acorn's Tim Caspell.

Video and sound accompany traditional newspaper content on the A4-sized NewsPAD. A large, high-resolution SVGA matrix LCD panel displays the day's news, which can be specially tailored to your personal tastes. With an optional built-in microphone and video camera, the NewsPAD blurs the lines between publishers and readers.

The key advantage of the NewsPAD as compared to today's Web publishing is that it is portable. It seems possible that the two technologies will merge with the NewsPAD becoming a general interactive content browser. In any event, while Acorn's NewsPAD is still years away, the days of newspaper must finally be numbered. Tim Caspell: "Such devices will affect the entire time-dependent print media."

Ride the rocket tonight

"The bottom line with action games," according to Sean Callahan, game designer at Rocket Science, "is that they have to be fast, fun and hopefully something gamers haven't seen before." Rocket Science then, can be certain that it's onto something original with *Rocket Jockey*, its upcoming future-sport title.

Gameplay is centred on gladiatorial battles in which competitors blaze about an arena on rocket-powered cycles, something like the jetspeeders in *Return of the Jedi*. Shooting along at high speed, players



Original combat-sport action for the gamer of tomorrow in *Rocket Jockey*.

can only negotiate turns by shooting cables into poles that are strategically located around the arena. Fail to turn and you'll find out just how hard a wall can be. The cables, meanwhile, can cunningly be used to clothes-line competitors, tearing them from their vehicles by the throat. Usually with a jolt.

Within *Rocket Jockey* there are three sorts of rocket riding action including high speed racing through a deadly obstacle course, the polo-style *Rocket Ball*, and *Rocket War*, where you take on the other jockies in an every-man-for-himself scrap. And hey, PC REVIEW will very soon be riding the rocket in San Francisco to bring you a preview feature packed full of details on all of Rocket Science's new games including *Rocket Jockey*, *Space Bar* and much, much more.

Blinding new look for AOL

America On-Line has released an updated version of its user interface. According to the service provider, four million Windows 3.1 users already have AOL3.0, and the Windows 95 version is now available.

AOL's latest on-line flavour comes in a fetching shade of orange, but aesthetics aside, the company is keen to highlight the new interface's speedy new multimedia features. "No more blue bar," is the slogan. Pages within AOL, now referred to as 'channels', include an interactive UK weather map and a sports news service, which is currently being revamped by former Future

Publishing starboy, Martin Axford. AOL will also be putting more resources into its UK news and finance pages as well.

A key addition to the AOL Postbox, where users look for their



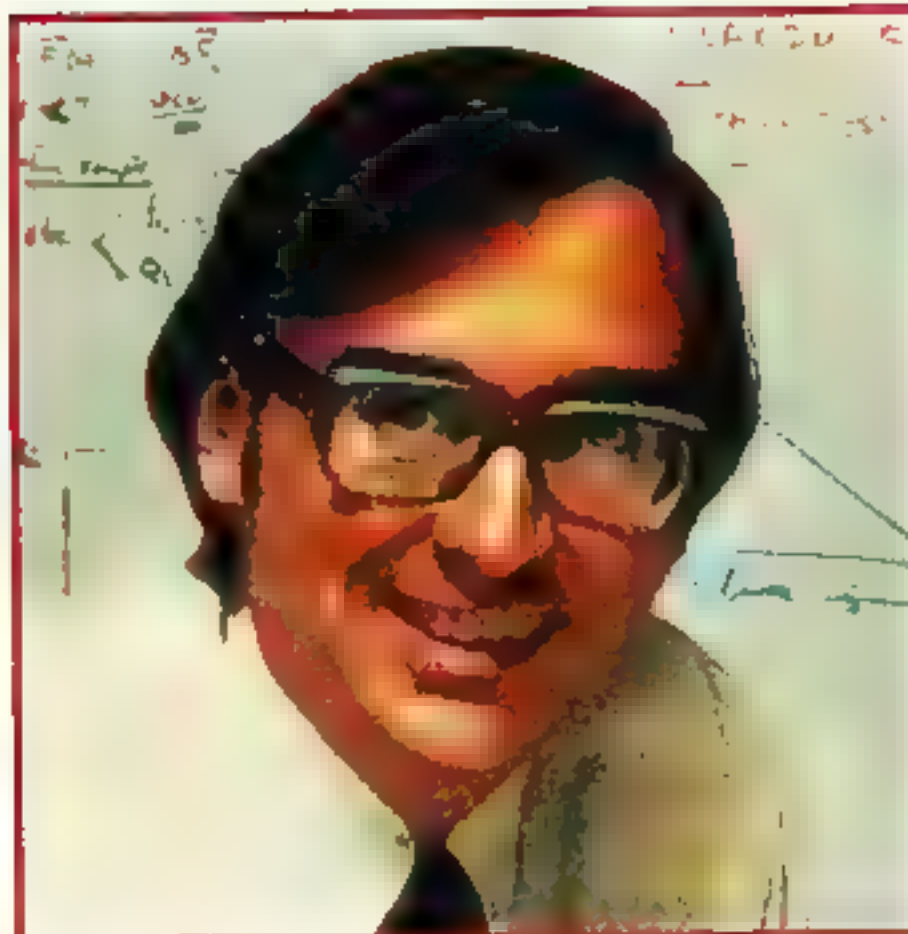
This screaming orange represents both AOL's new interface and the promise of faster downloads.

email, is the PreferredMail option which screens out pest and junk mailings. You can actually bounce messages from posters you don't want to hear from back to them with an addendum telling them that you've blocked emails coming from their address.

Finally, AOL has a range of built-in measures to, for instance, limit children's use of the service and eliminate bad language from its chat forums. The company has been strident in protecting its users from the pornographic excesses of cyberspace. Only vetted newsgroups are available through AOL.



Designing a micro-processor, 1970s style. The team had to wash their hair every day, since a single piece of dandruff could scupper the chip forever.



Selflessly, Ted Hoff invented the PC rather than some fetching spectacles.

HAPPY BIRTHDAY

Microprocessor technology now a quarter of a century old

This month, Intel celebrates the 25th anniversary of the microprocessor. It was in 1971 that Intel's 4004 'microcomputer' hit the market, the first in a series of fully compatible processors leading right up to today's Pentium Pro.

Founded in 1968, the mega-corporation's original challenge was simply to make semiconductor memory practical. But by the mid-1970s, Intel's involvement in the blossoming calculator market led to it developing the world's first general purpose logic chip for the Japanese manufacturer Busicom. Intel engineer Ted Hoff, who invented the chip, was one of the few people to grasp its potential.

"I told marketing, if you can't get any other concessions, get the right to sell it to other people," Ted Hoff told PC REVIEW. "Thank goodness, they did."

It's easy to laugh now, but when an Intel engineer proposed the first

home PC no-one saw any market for it. Intel chairman Gordon Moore said, "The idea was that we could outfit an 8080 processor with a keyboard and a monitor and sell it in the home market. I asked 'What's it good for?' And the only answer was that a housewife could keep her recipes on it. We never gave it another thought."

Today Intel is the world's largest chip maker, and also a leading manufacturer of PC, networking and communications products. The company's latest innovation, the multimedia MMX technology, will revolutionise graphics and sound capabilities of the PC. The first MMX equipped Pentiums will go on sale from next month.



A microprocessor from above looks remarkably like a painting by Klee.

YOUR PC'S PAST

Starting next month, PC REVIEW will be exploring the history of the home PC. From the abacus to Windows 95, we'll discover where your PC came from and where it's going. The series will culminate with a peek inside Intel's billion dollar fabrication plant in Ireland - an exposé not to be missed! The excitement, the failures, the upstarts and the false starts, we plan to cover it all in our saunter down memory lane. Now, if we can just remember where we put our diary...

The Microprocessor: Yesterday and Today

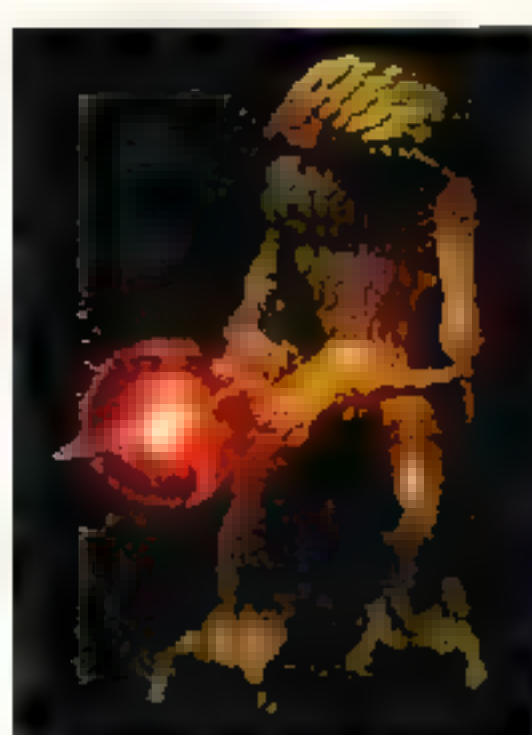
	1971	1996
Number of transistors	2300 on the 4004	Over 5 million on the Pentium Pro
Instructions per second	60,000	300 million
Size of a wafer fabrication plant	5,000 sq feet	Over 80,000 sq feet
Cost to build a fabrication plant	\$1 million	\$1.5 billion

Alien Invasion New strategy game features neural network AI

Conquest Earth, from Birmingham-based software house Data Design, promises the most intelligent computer enemy yet. The real-time strategy game, which centres on an alien invasion of Earth, also boasts 3D rendered units, 65,000 colours on screen and the potential to let you directly take control of units on the battlefield.

"We met a couple of lads who were working on neural networks at college," said producer Eeman Barr. "They wrote some initial routines for us and we were so happy with the results we gave them both full-time jobs."

A neural network is a program with the capacity to learn from past mistakes. If you're playing in an arcade style, the computer responds in kind. Play a



Conquest Earth's alien exterior hides a gross, twisted brain. And a pretty clever neural net brain.

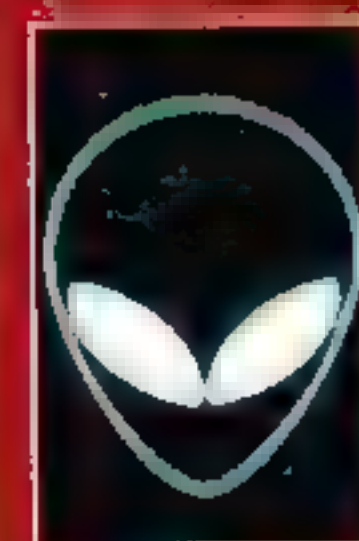
strategic game and it can adapt to your new policies and come up with strategies of its own.

"In C&C, the enemy repeatedly allows its men to be killed in the same fashion," Barr explained. "It can't learn that a small unit shouldn't walk past a heavily armoured tank. Our AI looks at the relative strengths and weaknesses, and might choose to take evasive action."

Data Design might even store the lessons the AI learns, so it gets cleverer between sessions. This may be problematic though. "A neural network can actually become too good," says Barr. "So you might never be able to beat it."

If this sounds like fighting talk to you, look out for Conquest Earth, which is released in March.

BOOKMARK



Five top alien sites hand-picked by our sister title, .net Directory Bookmark 'em in your browser and enjoy

PARANOID CONSPIRACY COSMIC RAPTURE 2000
The quintessential conspiracy page with everything from Satan to the Martian Sphinx. And lots of aliens too of course.
<http://www.4t.net/~watcher>

ALIEN BOB
This man believes he is an alien and claims to have picture evidence to prove it. We think he used Photoshop.
<http://www.pnn.com/~bobs/alien1.htm>

ABDUCTEES ANONYMOUS
Tales of abduction - including the infamous Hooded Monk-like Creature with Popeye-esque forearms.
<http://www.cybergate.com/~ufonline/>

THE CIRCLE MAKERS
How many Third World countries are suffering at the hands of the corn-circle fraudsters? Lots thanks to the antics of this lot.
<http://www.geocities.com/BoBo/3671/index.html>

BILDER AV FORSKJELLIGE UFO ROMSKIP
This Norseman has the biggest collection of UFO photos you'll ever see. Ever, ever, ever.
<http://www.oslonett.no/home/torealf/ufo.htm>

Directory

Next issue on sale December 1996 at £4.99. Sci-Fi special.

THE WORKS IN BRIEF

Four Prints

Sierra has just released *Print Artist 4.0*. It comes with 10,000 clip-art graphics, over 1000 JPEGs, more than 1400 new layouts and 300 fonts. New features include pre-designed yearly calendars and transparent bitmaps. We'll bring you a full review next month.

Talk Is Cheaper

If you're looking for cheap voice recognition software, talk to Talking Technologies. Its *VoicePad Pro* costs only £93, though the software only works with Windows *WordPad*, 3.11 or 95. You choose 17,000 priority words from a list of 200,000, and in return you're promised impressive, real-time speech recognition. You'll also need a SoundBlaster card and 16Mb of RAM.

New Corel

Corel has just brought out the latest version of its flagship product, *CorelDraw*. The biggest change for version 7 is its radically redesigned interface. Other new features include new tools such as the natural pen, improved Internet support and more text handling facilities.



CorelDraw version 7 emerges from its shell with a radical new interface.

Emotions on CD

If you're looking for pictures of people, check out the Photodisc's new *Everyday People* disc. With 100 pictures of real people from around the world, the CD hopes to portray the complete range of human emotions.

New Modem

Dataflex has just introduced the *VoiceSurfer*, a new 33.6 kbps modem. The modem employs Host Signal Processing technology, which uses the processor to carry out the digital signal processing and thus reduce the number of chips on-board. This should ensure that the price, when it is announced, is very competitive.

Personal organiser for Net users

Starfish Software has announced a new personal organiser designed specifically for Internet users. It enables you to, for instance, electronically schedule your mail-outs via email.

FUTURE SHOCKED

New report finds the British unconvinced by IT

More than half the population expects to own a home computer by the year 2000. Yet 80 per cent of people who have heard of the Internet and not yet used it have no idea how to get on-line. That's the disturbing message issued by Motorola, which recently commissioned a report on British attitudes towards new technology. It suggests Britain is splitting into two new classes, divided according to their access to new technologies.

Almost half the population feel they are being left behind by IT, claims the report. With most IT training sought by those who already use computers, a technological elite is forming and those without home computers have no means of improving their techno status.

In fact, 43 per cent of people don't use any of the latest technologies, and that includes games' consoles, mobile phones and pagers. "Despite rapidly

increasing ownership of PCs, we are still a society of information haves and have-nots," commented Motorola's chairman Michael Alderson.

The report explodes the Internet hype. While 85 per cent of people



Alderson: We must find ways of sharing the technological booty.

have heard of it, only 17 per cent have actually used it. The most common reason for this was no computer access, cited by just over 40 per cent of those surveyed. A sizeable 25 per cent said they were just not interested in going on-line. Still, almost 53 per cent of the population would be happy to cast their votes using the Internet in a general election. People were much happier with going on-line to achieve specific ends, like making telephone directory enquiries or booking train reservations.

Interestingly, in contrast to findings concerning the Internet, smartcards were widely thought to be useful by most of the population. For instance, over two thirds of people would be happy to see them used as ID cards, rising to 82 per cent among the young. Even the holding of medical records and social security data on smart cards was deemed acceptable by a majority of Brits.

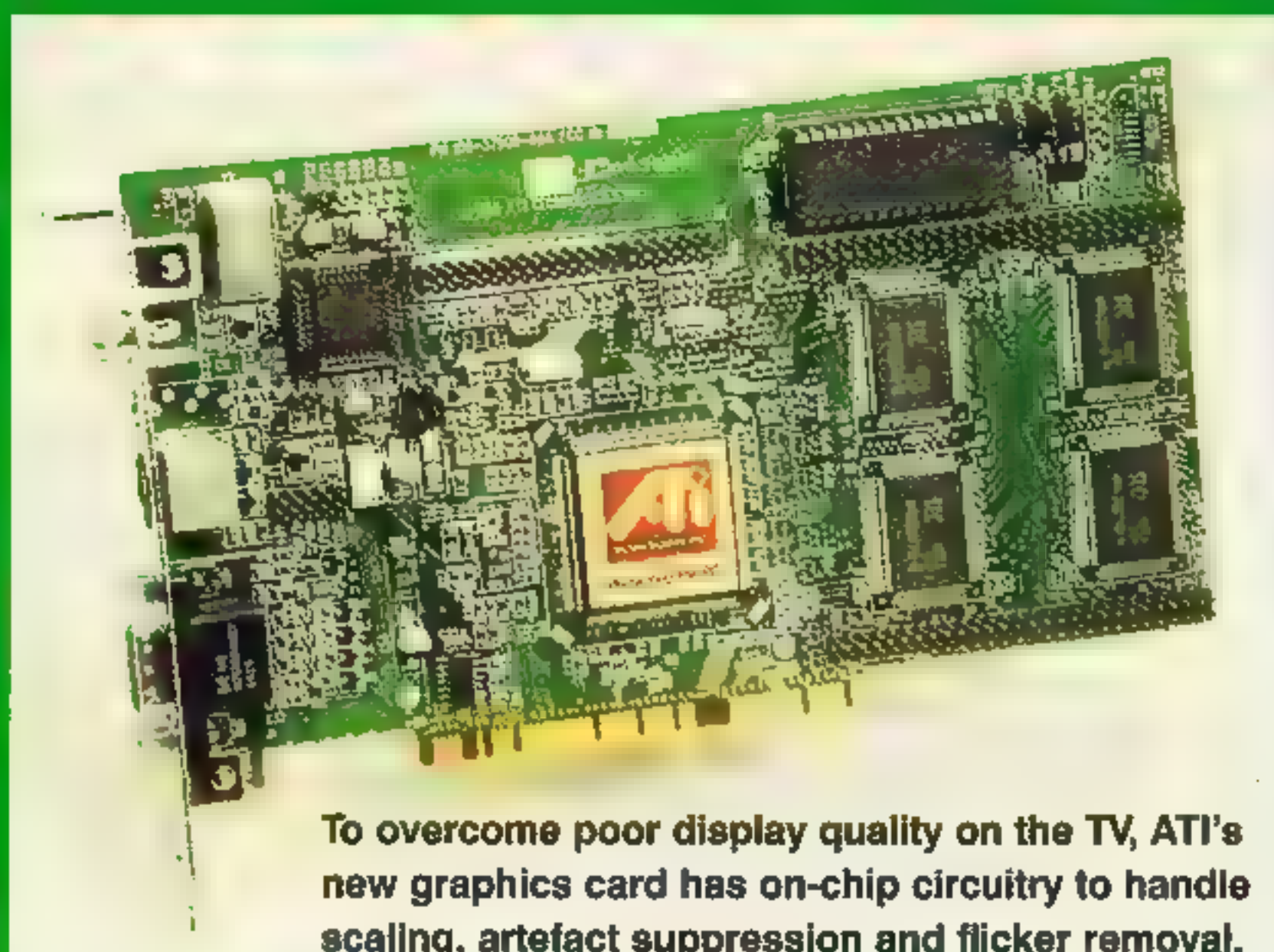
TV for Free

New ATI graphics card comes with TV-out as standard

The new 3D Xpression Plus PC2TV board from ATI makes hooking your PC to your TV cheaper than ever before. Not only does the £119 board come with upgraded 3D and 2D graphics performance, it also includes a TV output as standard so you can play games on your big-screen telly, if you're lucky enough to have one.

The latest in ATI's Xpression card series boasts graphical capability stretching of up to 1280x1024 in 24-bit colour, with a maximum resolution of 1600x1200. It features all the standard 3D features like perspective correction, texture filtering, Gouraud shading and so on, making it a cost-effective option for gamers. The 3D Rage II chip at the heart of the Xpression enables full-screen, full-motion TV-quality video without the need for any additional decoder cards.

For its price, the TV-out capability sets the 3D Xpression Plus PC2TV card apart. It's probably the cheapest way to get games onto your TV and, of course, those games will be much prettier too.



To overcome poor display quality on the TV, ATI's new graphics card has on-chip circuitry to handle scaling, artefact suppression and flicker removal.

QUACKY

Unique game for the damp-at-heart



Kids and kids at heart will go quackers this Christmas over *Duck City*, the new game from BMG Interactive.

Oozing with personality, *Duck City's* games won't tax a four-year-old – or a hungover adult on New Years Day.

"*Duck City's* designed to be a compilation of children's toys," creator and award winning illustrator Alan Snow told PC REVIEW. "It's the software equivalent of a big box containing Ludo and Snakes and Ladders." Working from his bedroom, Snow has devised six duck-centric scenarios. In *SlamDuck*, the water-fowl face off against rabbits at basket ball. *DuckLab* stars a crazy web-footed Frankenstein tinkering with diabolical monsters, while *ATD* (All Terrain Duck) gives the pond paddlers a mean set of wheels.

"There's so few games out there with any personality," said Snow. "I got to the point where I had to do my own thing – like small British animators, there should be a place for individuals within the software industry." At £14.95, *Duck City* is cheaper than most of its rivals, which, Alan argues, often take no more work than a heavy duty rock album. So if you've got a tiny relation, or you just need a brain break, head to *Duck City*. It's available from all the usual outlets, as well as retail chains

SCREEN SCENE



After all the heavy duty flight simulators we've seen recently, *Extreme Assault* from Blue Byte comes as something of a relief. It's a helicopter shoot-'em-up where your trigger finger is definitely more important than your understanding of rotational velocity. The first screens are breath-taking, with up to 65,000 colours in SVGA. PC REVIEW was lucky enough to play an early demo version in Germany, and the 3D engine even found time to draw the cows on the hillsides! Can the Blue Byte team match the graphics with great gameplay? *Extreme Assault* is currently pencilled in for a Spring release.

THE CHARTS

Top 10 selling PC CD-ROMs

1 (-) *Daggerfall: The Elder Scrolls*
Virgin

2 (-) *SWIV 3D*
Sales Curve

3 (1) *Champ Manager 2: Italian Leagues*
Eidos Interactive

4 (-) *Duke Nukem 3D*
Eidos

5 (-) *Flight Sim 6*
Microsoft

6 (-) *Settlers 2 - Veni Vidi Vici*
Blue Byte

7 (-) *Monkey Island 1 & 2*
Virgin

8 (8) *Champ Manager 2: The German League*
Eidos

9 (-) *Champ Manager 2 96/97*
Eidos

10 (-) *Soccer Legends*
Gremlin

CONTACTS

Acorn	01223 725000
AOL	0171 385 9404
ATI	01235 833666
Attica Cybernetics	01908 570113
Barclays PC	0800 000097
Blue Byte	01604 232200
BMG	0171 384 7798
Corel	01703 814142
Cranberry Sauce	0171 911 3000
Data Design	0121 585 7531
Dataflex	0181 710 1700
EA	01753 549442
Empire	0181 343 7337
File Productions	01624 832833
GEM	01703 650759
Intel	01793 403000
Interplay	01628 423666
MAD Engine	01252 722223
Microsoft	0345 002000
Motorola	01293 404343
Oregon	07000 673 426
PhotoDisc	0181 255 2900
Sierra	01734 303322
Starfish	0181 875 4455
Talking Technologies	0171 602 4107

Bill caught in the Net

NetPC promises to reduce costs for Internet users



Around the bend: Bill Gates' Microsoft has changed its tack on the Net Computer.

Microsoft and Intel are to develop a NetPC reference platform. Ignoring the Network Computer already proposed by Oracle's Larry Ellison (in conjunction with the likes of IBM, Sun and Netscape), the new NetPC platform is based on Intel's Pentium processor and Microsoft's Windows architecture. The move is seen as a major U-turn for Bill Gates who once described Network Computers as a 'stupid concept'.

Basically a stripped down PC, the NetPC platform will, Microsoft claims, reduce the cost of PC ownership for Net-focused customers. The platform has the support of many leading PC manufacturers, such as Dell, Gateway 2000 and Compaq, all of whom are heavily committed to the Windows/Intel computing model. Michael Dell, CEO of Dell Computer Corporation, argued that open standards were vital, and added: "The industry has seen a number of proprietary designs for network customers proposed recently -- a clear step backwards."

Supporters of Ellison's original vision might well be confused by this sentiment. After all, his Network Computer reference platform focused on a cluster of Internet-related standards such as transmission

protocols, HTML support for Web pages and email protocols. Hardware specs were kept to statements like 'some text input capability' and 'no persistent local storage required.' In contrast, the Microsoft/Intel platform specifies a Pentium Processor, 16MB of RAM and Plug n Play buses and drivers.

Microsoft has also just completed a u-turn in its capacity as an Internet service provider. This time last year the company was certain it's subscriber-only MSN on-line service was the way forward for the Internet. The continued growth of the World Wide Web, however, has caused Bill Gates to reverse the direction of the good rowboat MSN to turn it into a Web-based resource.

In December, MSN will lose its proprietary interface and go browser-run. Certain features, like the on-line soap *475 Madison* and the MS gaming area will remain subscriber-only services. But any pages that can earn Microsoft money through ad revenue, like the MSNBC news site, are now freely viewable on the Web. "By Christmas we'll have a London bureau of MSNBC up and running," Taylor Collyer of Microsoft told PC REVIEW. So log on to <http://www.msnbc.com/> this month for UK news.

What is a Network Computer?

Following the Internet's explosion in popularity, industry analysts predicted a new class of computer user would emerge. This new user would be interested solely in browsing the World Wide Web and sending emails. A new paradigm was predicted, in which home computers would be far simpler devices than today's PCs. Relying on the Internet to download applications as needed, the new machines would shift the focus from hardware towards content. These machines are called Network Computers. Manufacturers working on Network Computers are led by Philips, whose new black box Magnavox WebTV is aimed squarely at the home leisure market. Acorn, meanwhile, is committed to producing Oracle's Netstation machine.



"Incredible.
It is, quite simply,
the best in it's class."

PC Review

"One of the Best"

PC Zone Classic 90%

"Hind is a helicopter game
unlike anything you'll
have played before...
basically it's great."

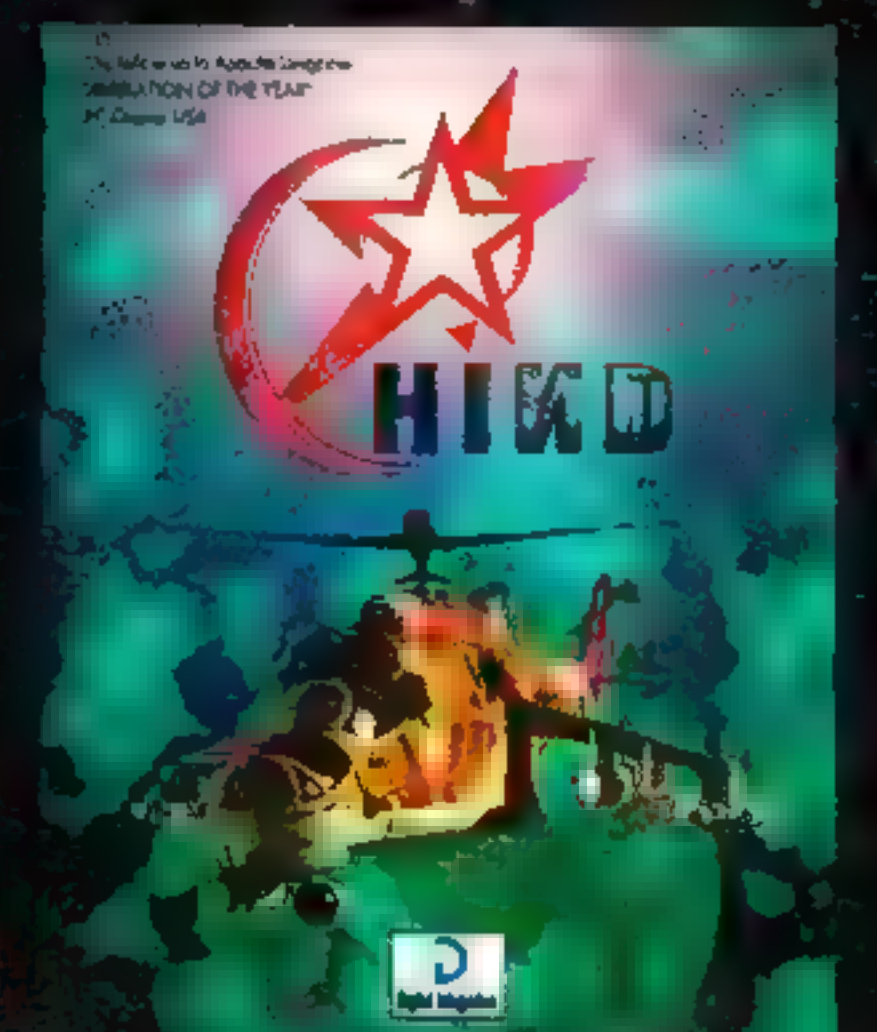
PC Gamer Game of the Month 90%

"A mouth-watering prospect
for flight sim fans"

PC Guide, Best Buy 5/5

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Next month in PC REVIEW

10 New Year RESOLUTIONS

The things you always promised you'd do with your PC... but never quite got around to: Earn a fortune as a programmer, learn a language, organise your life, retouch your old photos, keep your dosh and more!

Inside... the experts
to full... programs
get started!

That was the year that was

Next year now!

Everything you ever wanted to know about...
Facts, glorious facts

BUYER'S GUIDE DOUBLE-BILL
Boomboxes

Which CD-ROM drive?

HOW TO...

Buy anything you want on the cheap

Keep a secret

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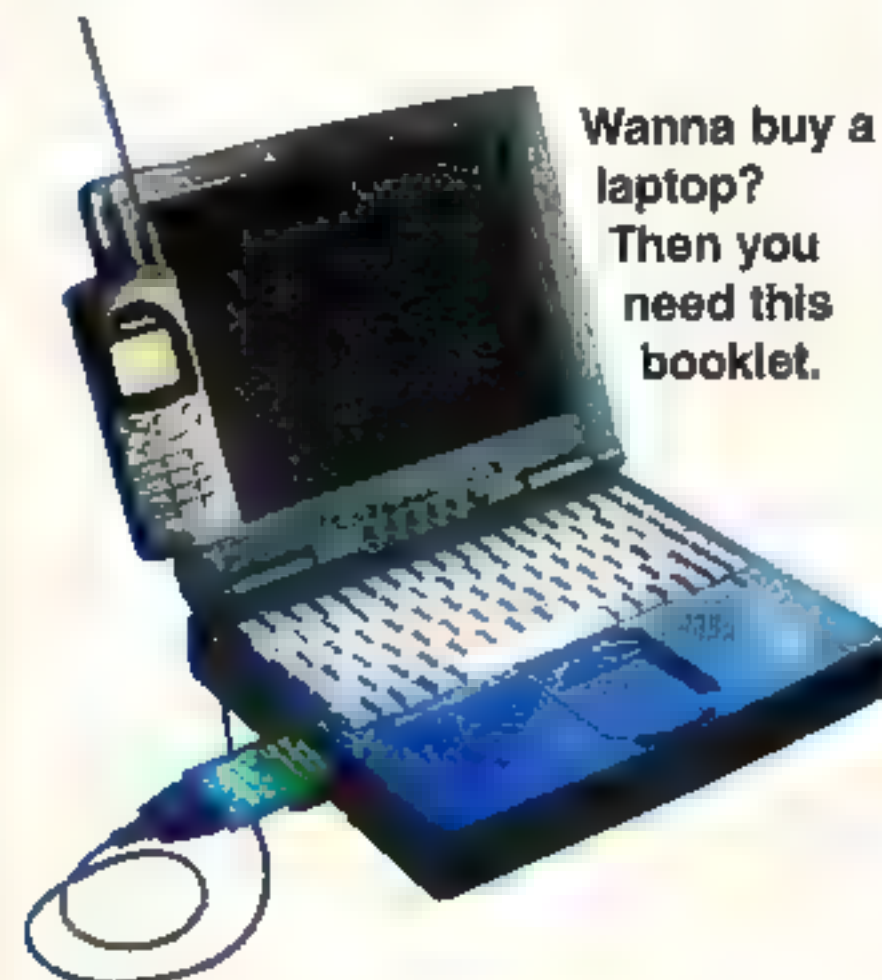
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on getting to grips
with the 10 free
programs.

FREEBIES

Comics, books, raw materials and games. We're giving the lot away.

FREE BUYING ADVICE

Thinking of getting a portable PC? Well, don't move for your wallet until you've seen *100 Things You Should Know Before Buying a Notebook Computer* by Byteback Communications. Topics covered include batteries, the CPD, screen types and memory. To get your free copy of the booklet call Byteback on 01435 862862. Tell them you read about it in *PC Review*.



Wanna buy a laptop?
Then you need this booklet.

the hat will receive three high-quality, full colour mags on *X-Men*, *Wolverine* and *Spider-Man*. Write before 15 January 1997 to:

PCR Marvel Freebies,
Norton & Company,
PO Box 104,
Scunthorpe,
South Humberside,
DN17 4SE.

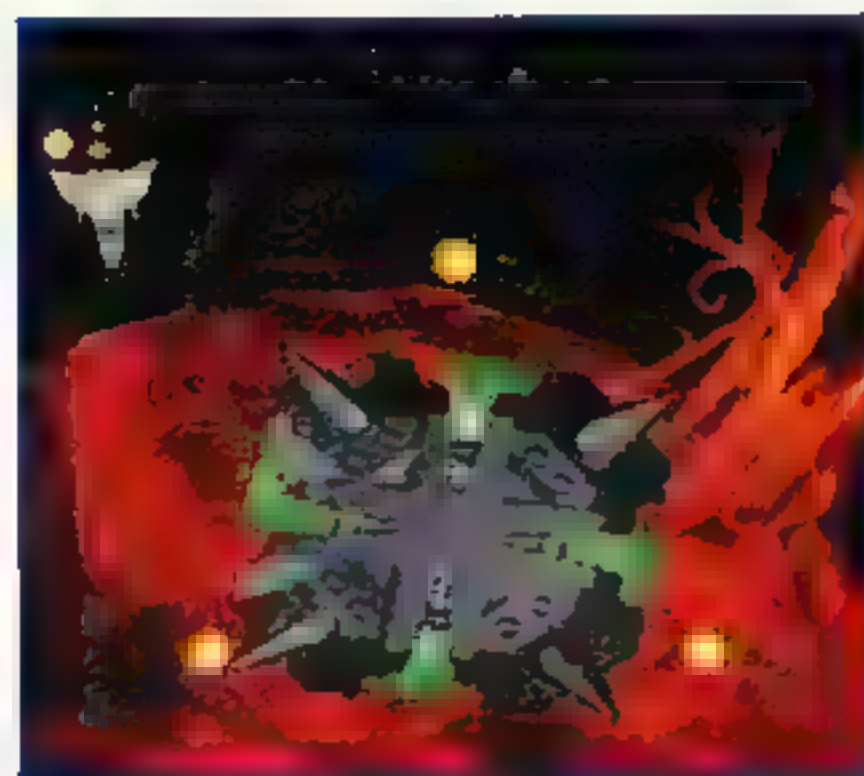


40 copies of all three comics up for grabs!

FREE RESOURCE COLLECTIONS

Weird Science, a well-established Amiga publisher who specialise in putting out CD compilations, has now come to the PC. And it's celebrating with a massive freebie-fest. There are 50 CD-ROMs (which normally sell for £19.95 each) to give away. All you need to do is write in saying which disc you want – from these choices.

1. *Sounds Terrific*: a collection of waves, MIDI files, modules and sound utilities.
 2. *In-To-The-Net*: a selection of Internet utilities and resources.
 3. *3D Objects*: a disc featuring stacks of DXF meshes, and the home of the *Star Wars*-style meshes on this month's *CD Review*.
- Write, specifying your disc choice (1, 2 or 3), before 15 January 1997 to:
PCR Weird Freebies,
1 Rowlandson Close,
Leicester,
Leicestershire,
LE4 2SE



25 copies of *Piranha* to give away.

FREE COMICS

If our *Hulk* preview on page 20 has swollen your comic glands, then you'll be glad to see Marvel appearing in freebies. Marvel is giving away 120 of the new Collectors Edition Comics. The first 40 names out of

50 discs up for grabs – but which will you choose?



CYBERPUMP

<http://www.geocities.com/Colosseum/4000/>

STOP SMOKING NOW

<http://just4u.com/stopsmoking/cancer/ctips.htm>

FITNESS FIT

<http://www.advocatehealth.com/fitness/fittop.html>

EXPLORER ON POKER

<http://www.rts.com/Explorer/Explorer252.htm>

THE OFFICIAL SEDUCTION SITE

<http://www.seduction.com/>

THE GREAT WEDDING CELEBRATION

<http://www.moet.com/celebration/tie.html>

SAMU MELONUN'S HOMEPAGE

<http://www.uta.fi/~samu/SMARTS2.html>

BIG DREAMS

<http://vanbc.wunsey.com/~duncans/BigDreams/>

PERSONAL PROGRESSION

<http://www.retrac.com/Pers2a.htm>

BOOTSTRAPS

<http://www.selfhelp.com/bootstraps.html>

AMERICAN INDIVIDUAL MAGAZINE

<http://aimc.com/aimc/magazine.html>

TOCIV SYSTEMS

<http://newciv.org/worldtrans/whole.html>

FutureNet

All the Web sites mentioned in this feature can be reached via PCReview's own Website at <http://www.futurenet.co.uk>

Ron Chapple (Telegraph Colour Library)

Everything you ever wanted to know about...

THE NEW YOU

We have the technology to make you over again. Well, we have the CD-ROMs and Internet sites.

There's a battle raging and you're in the front line. On one front stands an unlikely alliance of fitness gurus, New Agers, cosmetics companies and *Men's Health* magazine. Opposing them, slouch slob, fast food outlets, *Loaded* and the force of gravity. The prize? Nothing less than your mind, your body and your soul. And your wallet.

While the all-conquering New Lad culture celebrates fish and chips, obesity, lethargy and TV, as many lives are wasted seeking exactly 11 per cent body fat or perfect karma. Surely there's a middle ground, worthy of our sweat and time? As Michael Jackson noted in his touching ballad *Man in the Mirror*: "If you want to make the world a better place, take a look at yourself and make a change". And once you've got your nose out of the way, the heavens are the limit.

You don't need to join a movement to better yourself these days. With a few carefully selected CD-ROMs and an Internet account, something less than perfection is perfectly achievable. You can become your hero – in our case, John Steed of the *Avengers*. He wasn't a saint, but Steed had culture, style and a bowler hat. Sure, he smoked and he drank too much, but he had the women and he was plainly no gym shirker. With unsaintly John Steed as our role model, let's go get better.

Start with your diet. A gentle introduction comes with Multicom's *Healthy Cooking Deluxe* CD-ROM. It's nothing more than a collection of tasty, yet yummy, foods. Expert Software's *Diet and Fitness* CD-ROM ups the stakes,



helping you calculate your ideal weight, count calories and find fun exercises. It's comprehensive, but to be honest it's rather pedestrian. With the inimitable sense of style we'll soon be boasting, we can't be seen sweating like a pig on a treadmill. *Losing Weight the French Way* is more our bag.

You swap your spare tire for a six-pack by vigorously gesticulating in restaurants, smoking a pack of Gitanes a day and monitoring your blood sugar levels. Eating rice cakes, not chocolate bars, will get you a body like Beatrice Dalle (give or take another more radical adjustment).

Personal fitness can be persuasive, though. If grilled frog's legs aren't enough to resculpt

your frame, you'll need more rigorous exercise. Hard core muscle-massing hints are dispensed at CyberPump, home of the HIT (High Intensity Training) Squad. It's as intimidating here as at a hardcore sweatshop in New York, yet unlike many fitness sites it's packed with advice rather than order forms. If you need to know anything more about Trapezius or L-glutamine than you'll find here, then you'll already be in serious trouble. A more holistic approach is on offer at *Fitness, Fitness, Fitness*. Antioxidants, lifestyle changes and light aerobics are the order of the day.

Steed smoked, and we know every French weight-buster smokes, but for most of us nicotine's a curse. Think how many self-improvement CD-ROMs you could buy if you ditched your 20-a-day habit. You could check out *Stop Smoking Today!*, with its sneaky, delayed abstinence method (you just keep smoking, mustering up your willpower) or investigate CancerNet's homepage.



Lose Weight the French Way
• £29 • IMSI
• 0181 581 2000

Stop Smoking Today!
• £29
• IMSI
• 0181 581 2000

The Official Driving Instructor • £29.99
• Europress
• 01625 859333

Microsoft Art Gallery
• £40 • Microsoft
• 0345 002000

Develop a Perfect Memory
• £29 • IMSI
• 0181 581 2000

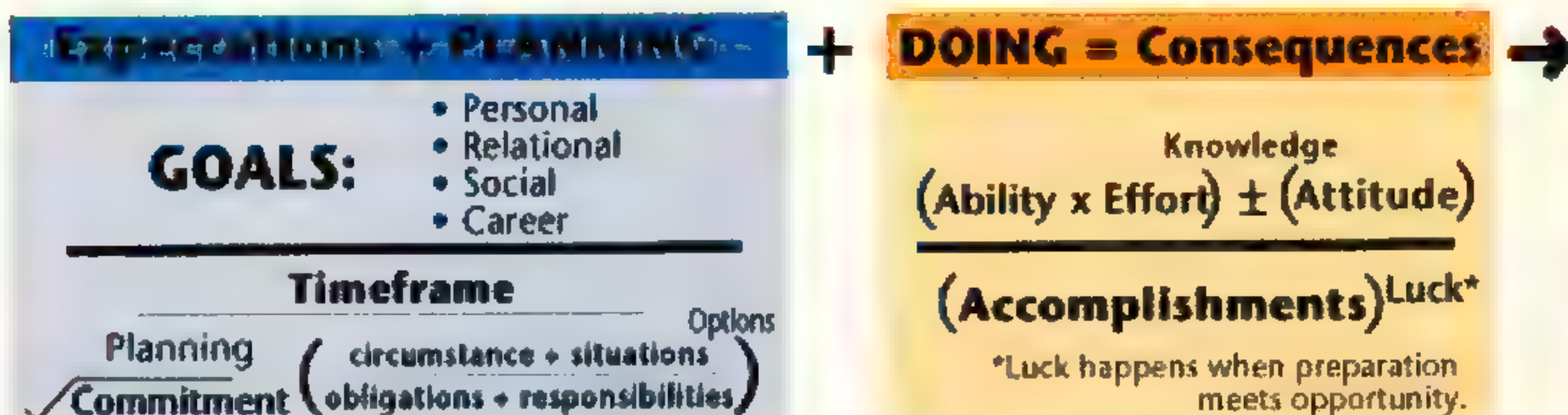
Language Labs French • £19.99
• Europress
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Better Homes Healthy Cooking
• £30 • Kamco
• 0171 961 5301

Instant CV Writer
• £19.99 • GSP
• 01480 496666

While the New Lad culture celebrates chips, obesity, lethargy and TV, as many lives are wasted seeking 11 per cent body fat and perfect karma.

Formula for Happiness



And it really is that simple.

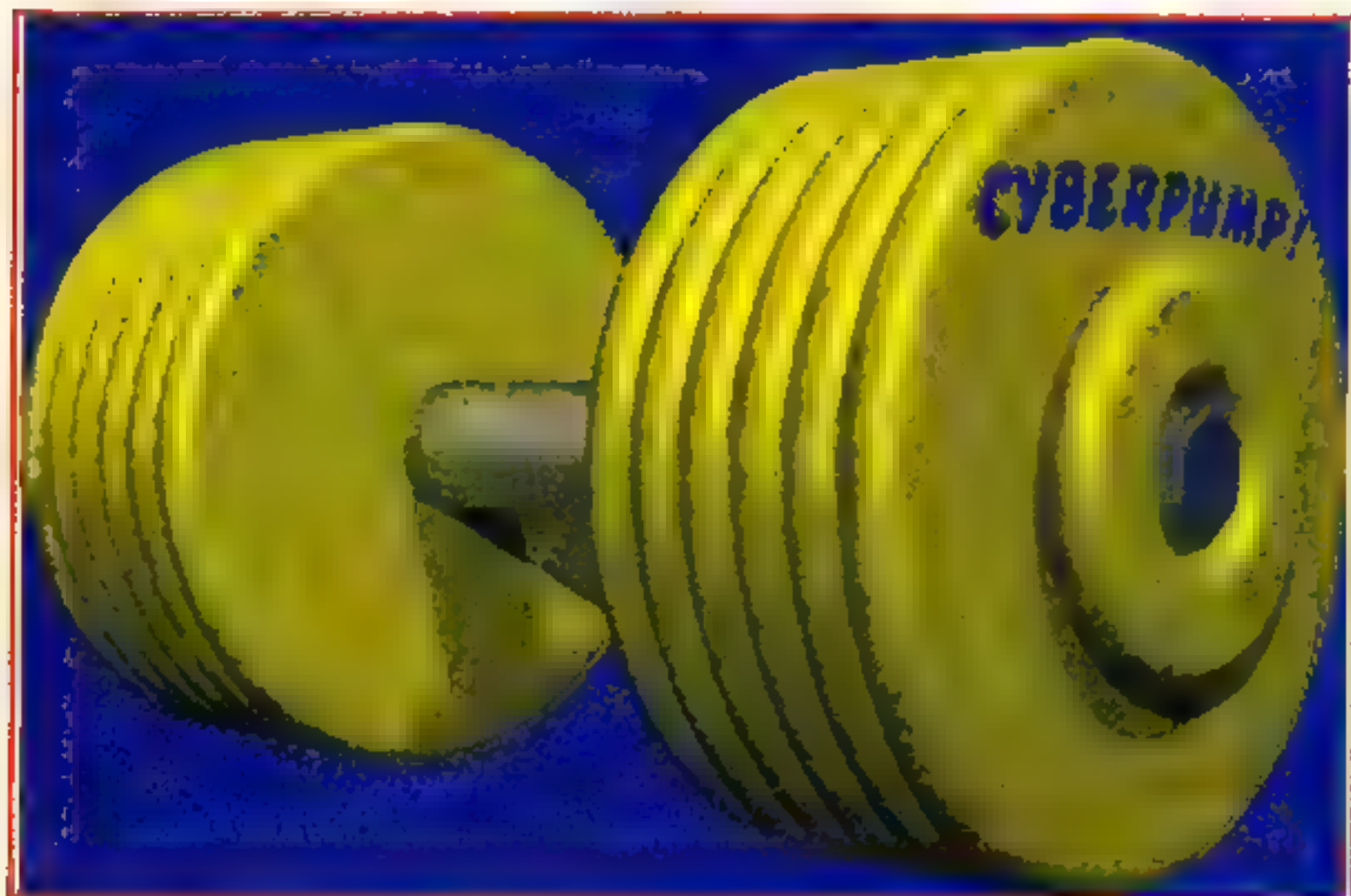


THE NEW YOU

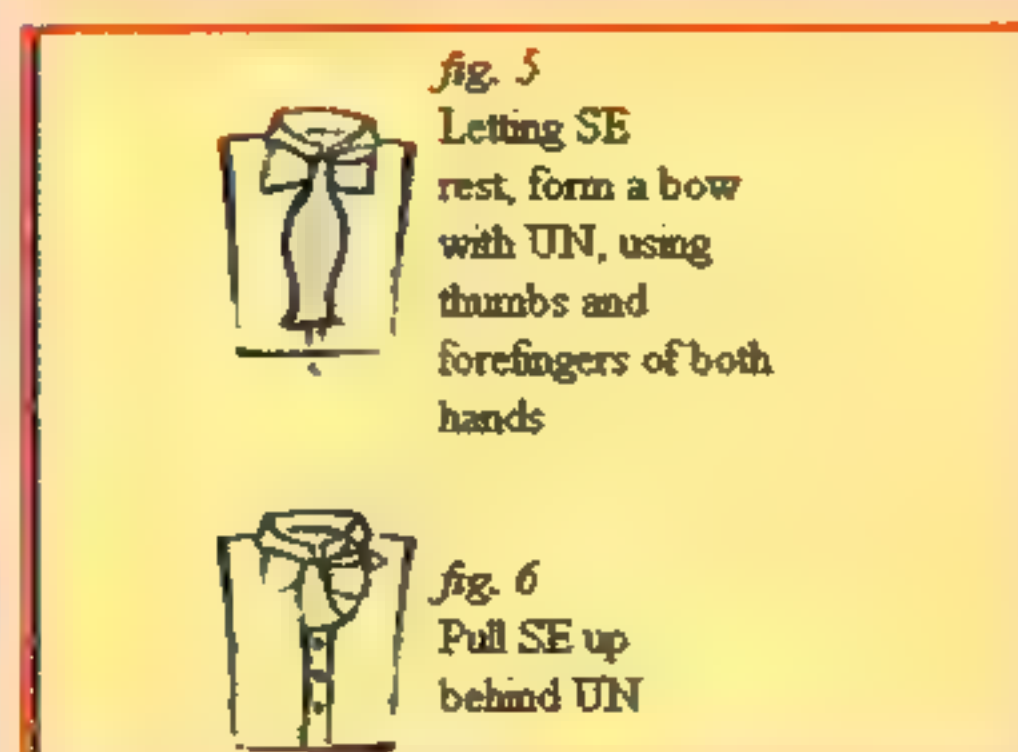


Wonderful things begin to happen when you start to generate a culture. Your mind broadens, your conversation becomes interesting and people won't contradict you, as they're too scared of being proven wrong. A good culture inoculation is Microsoft's Office Gallery. One marriage is a marriage and information technology has you muttering 'impasto' with the best of them.

Are you pumped up? Well, are you? Then go rub vests with the jocks at [CyberPump](#).

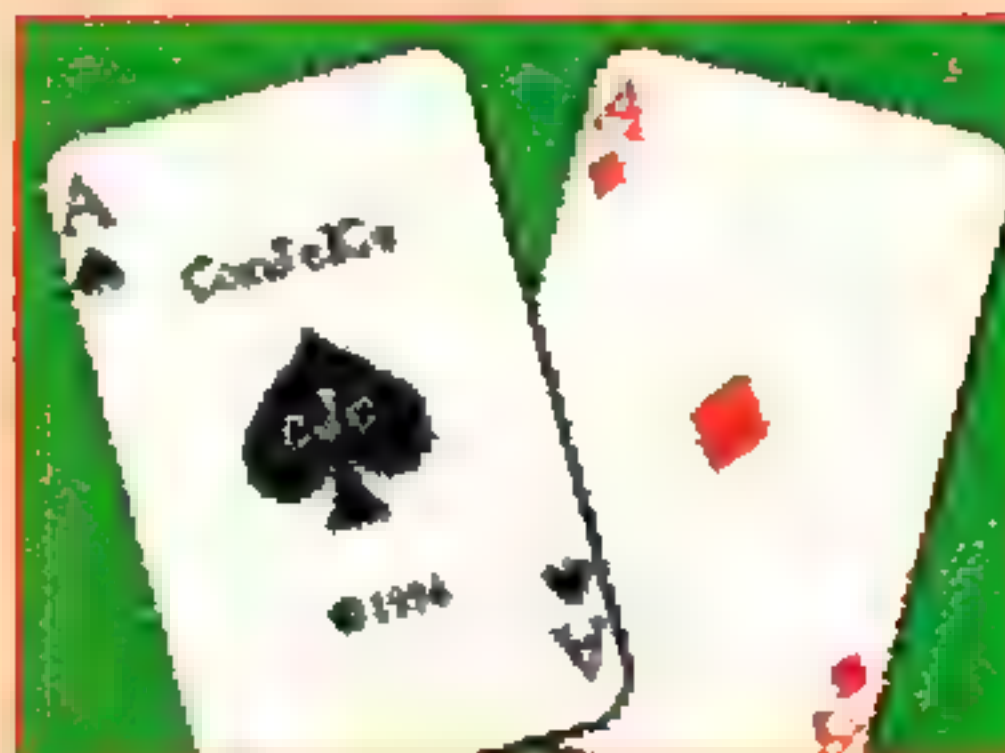


Four skills you need right now



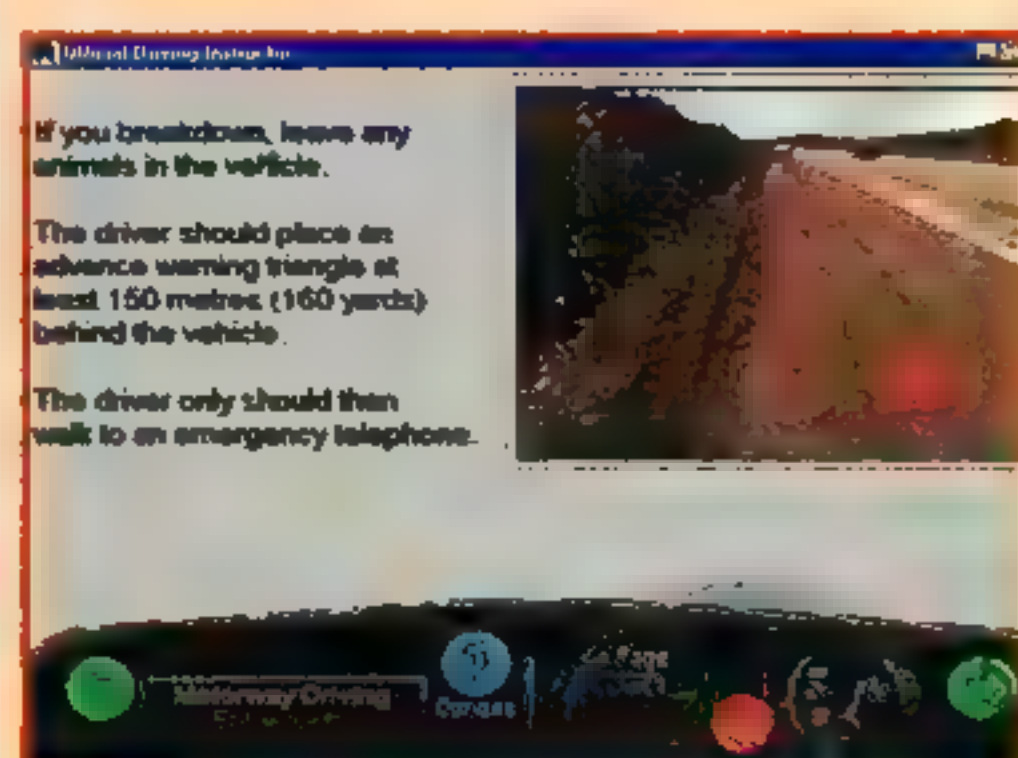
TIE A BOW TIE

Only international playboys need to know how to fix up a perfect bow tie these days. Which is exactly the people you'll soon be mixing with. Check out *The Great Wedding Celebration* Web page for diagrams.



WIN AT POKER

We can't remember whether John Steed from the *Avengers* played, but you can. It's a great way of winning your future spouses' possessions, or indeed, in some countries, a future spouse. Check out the Poker site on *Explorer*.



HANDLE A CAR

Europress produces the *Official Driving Instructor* CD-ROM. Handy if you find yourself with a classic car but no driving license, it has a driving exam simulator and even includes professional advice on buying a used car.



SPEAK FRENCH

Speak French if you want to better yourself. No one knows why, but everyone who is successful seems able to speak the language of love. It's handy at restaurants, too. *Europress' Language Labs French* is a good start.

While only the occasional self-improver battles a crack habit, many more go-getters are turning to Smart Drugs.

There's so much motivation to wade through, you won't have time for another fag.

It can't be denied, a lit cigarette has a certain romantic appeal. If you're shaking without it, you'll need a new approach to woo the Diana Riggs of the world. The Web's *Official Speed Seduction* site teaches you the basics of romance the tough way, promising everything and delivering nothing. It's all a glitzy sales pitch. You'll find better romance tips on the Internet newsgroups. Alt.romance is a good place to start, with the touchy-feely tone of an American women's movie (*Steel Magnolias* as opposed to *Thelma and Louise*). More adventurous skills can be picked up deeper down the alt hierarchy, where alt.fetish rubs rubber with alt.bestiality.

Of course, a healthy body leads to a healthy mind. But if yours hasn't got the message, you could try more proactive methods. While only the occasional self-improver is battling with a crack habit, many more go-getters are turning to Smart Drugs. Named because of their effect on your brain – not your wisdom in taking them – Smart Drugs vary from vitamin supplements to

heavyweight pharmaceuticals. If your brain isn't responding to *Tomorrow's World* anymore, check out Samu Melonun's homepage.

People have been improving their minds long before the rainforests were plundered for medicines. By improving your memory, you'll be more confident, wealthy and you'll live longer – or so says that memory bloke in the *Sunday Times* advert every weekend. *Develop a Perfect Memory*, from IMSI, advises you to remember names by immediately constructing a bizarrely-related image to stamp the person's name on to your brain. It works, but it's disconcerting to suppress surreal Dali paintings when a business acquaintance bounds into view.

You might need the help of others when creating the new Uber-You. We've only considered your body and your mind, fairly personal things. If you want to work on your spiritual side, you might need communion. There's only one type of spirit you'll find alone in your bedroom, and too many swigs might undo all your hard work.

The Internet is the best place to look for a helping hand. There are roughly three categories of advisors out there – uplifting comrades, spiritually-vested interests and financial advisors who advise you to pay them for more tips. Let's ignore the last one.

The *Personal Progression* page is aimed particularly at 21-year-olds coming of age in the States. It preaches the fork theory – will you become a winner or a loser, a hero or a zero? There's even a formula for happiness. There's a faintly sinister air to these monthly guides, whereas *Bootstraps'* self-help page boasts good old pull-yourself-together

wisdom. *Bootstraps* is focused at everyone from survivors to chocaholics, with an emphasis on results. The *American Individual Magazine*, meanwhile, a contradictory collective for those who want to go it alone, is packed with poetry and art on ridding yourself of modern angst. Check out the *Whole Systems* page for hundreds of other links to alternative ways of thinking.

Religion has never bothered idols. What would the *Avengers* have been with a weekly confessional? Yet the lesson of the '80s was that you can have it all and still have nothing. (Or was that the '60s? Or Zen Buddhism?) It's impossible to skim the spiritual groups – go to AltaVista, type 'Save my soul' and wait for the flood of responses.

Follow all this advice and you're charisma will soon be at such a peak you'll be regularly offered lucrative positions at top-flight city firms. But, as any winner will insist, good fortune isn't good luck – you have to make it happen. If you want your dream job, you'll need to sell your myriad improvements with the perfect curriculum vitae. *Instant CV Writer* will get you a position worthy of the new you. It comes with a comprehensive CV creator, dozens of samples and even programs for printing the finished result. Go get 'em.

Alternatively, play hardball and set up your own business. Bill Gates might not be perfect, but he can easily pay people to tell him otherwise. Check out *Big Dreams* for advice on thinking like a winner. Don't listen to your friends. After all, they're poor. You're a hotshot. You don't smoke. You can tie a bow tie. Women swoon when you pass. But, remember, it can be lonely at the top. (OB)

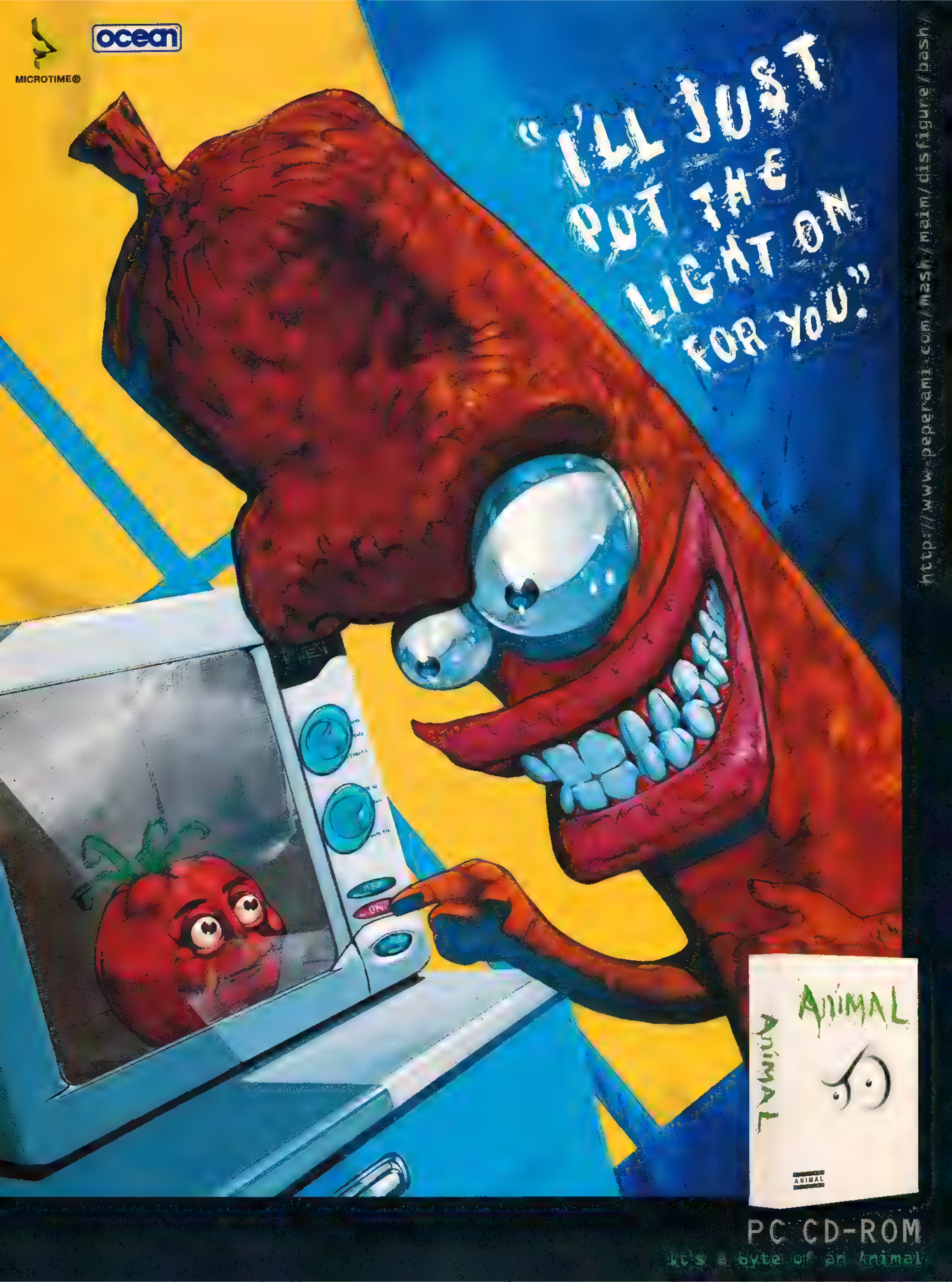


The people behind The Web's *Official Speed Seduction Site* are too busy making money to make beautiful music together.

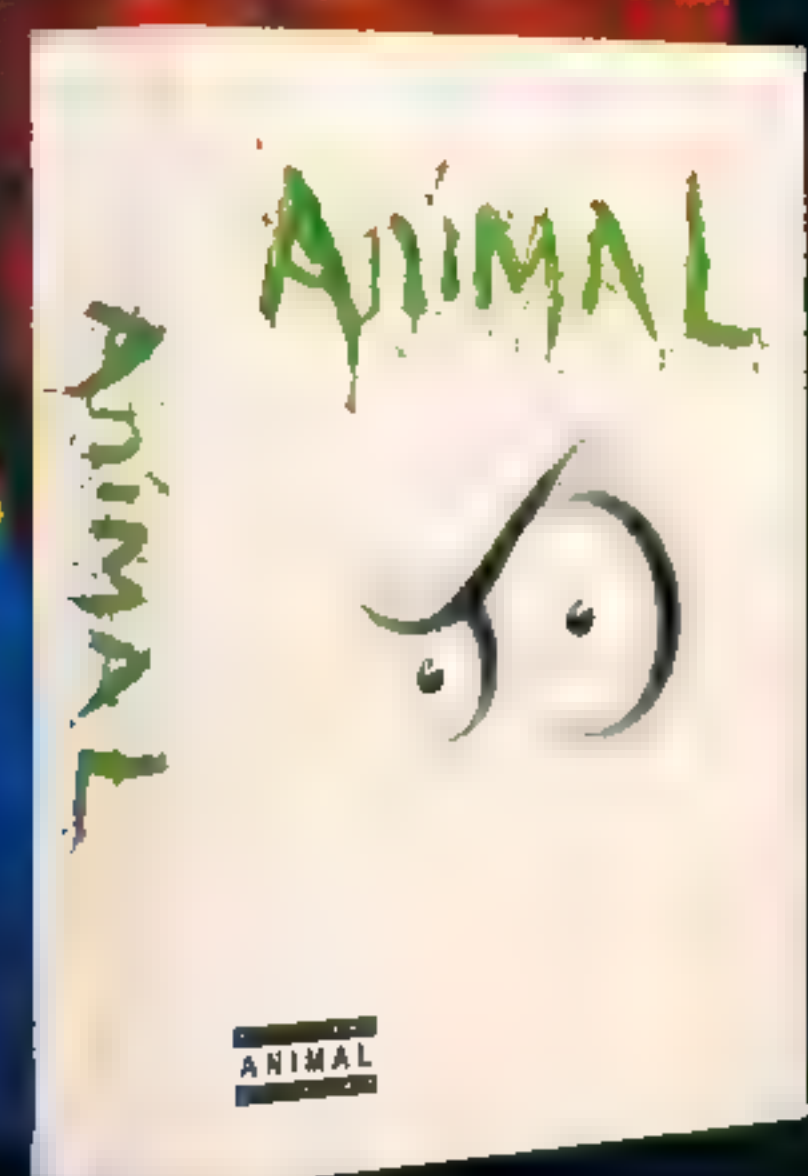
MICROTIME®

ocean

"I'LL JUST
ROT THE
LIGHT ON
FOR YOU."



<http://www.peperami.com/mash/main/disfigure/bash/>



PC CD-ROM

It's a byte of an Animal



PAY ATTENTION

Attention To Detail, the developer of *Hulk*, has been at this lark longer than most. Founded in 1988, the Warwick-based company has been responsible for coin-ops, titles for ill-fated Konix console system, Ataris Lynx and Jaguar, and US Gold's *Indiana Jones & The Fate Of Atlantis* arcade game. Fred Gill, the project leader on *Hulk* has also been responsible for a fair few Spectrum hits. Best of all, though, has to be *Night Shift*, a game they developed for LucasArts. Set inside a toy factory, players had to run around the place repairing faults, hitting switches and generally ensuring that plastic incarnations of Star Wars characters came off the production line correctly.

WORK THAT MUSCLE HULKSTER!

If the main Hulk character looks impressive, it's because he was originally designed as a 40,000 polygon 3D image.



ANGRY!

Work in progress: Hulk

Green is the colour of superhuman rage rather than envy, in Eidos' game licence of Marvel's best-loved comic character.



A platform game based around the exaggerated antics of one of the Marvel comicbook superheroes may sound like more of the same old thing, but *Hulk* from Eidos promises to do things just a little bit differently.

For a start, the *Hulk* game actually follows four storylines originally depicted in the comics, involving the Pantheon superheroes, the U-Foes and several other nasty pieces of work. And then



there's the look of the thing. Get ready for a true 3D platformer.

"The graphics engine was purpose-written," explains Fred Gill of Attention To Detail, the game's developers. "We spent quite some time playing around with various ideas, initially toying with an approach something like that used in Sega's *Bug*. But we wanted something with walls, yet which avoided the usual *Doom* route – knowing that the market would be saturated with *Doom* clones by now. The idea of an

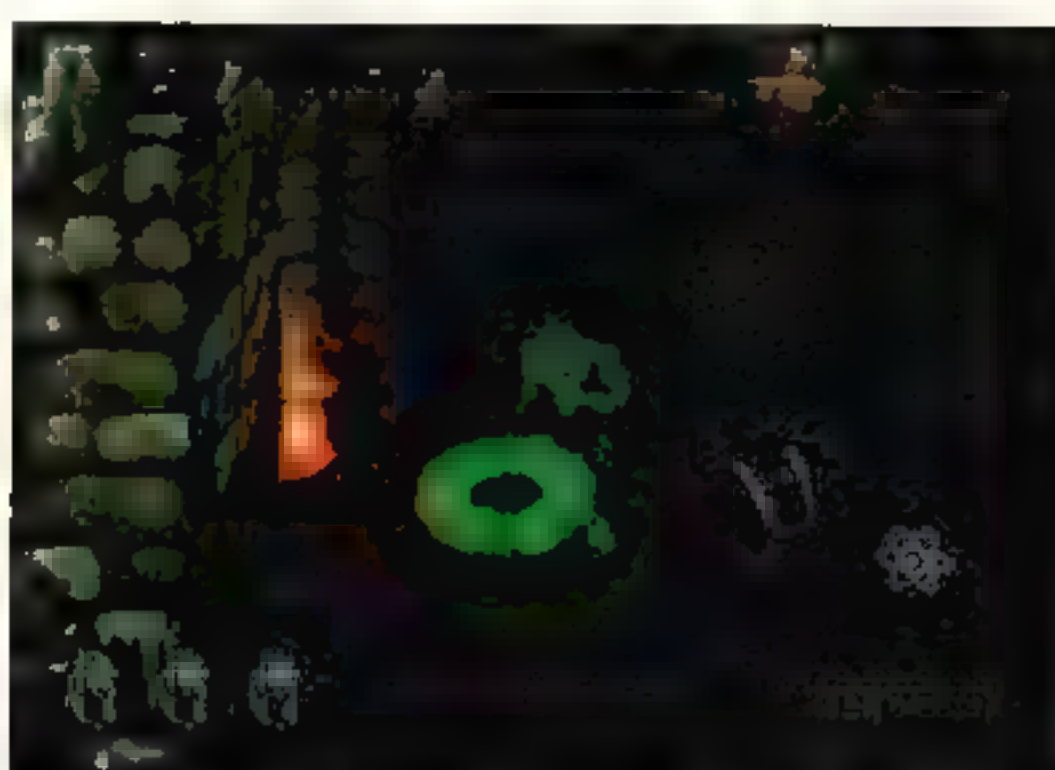
isometric view was also discussed, but we felt it was just too fixed."

ATD came up with a system that keeps the camera at a fixed distance, but when the game environment scrolls to follow Hulk's movement, the 3D nature of the levels becomes apparent. "It is a full 3D engine," says Fred. "But it also gives the game a unique flavour, it's not really like any other system out there. We're pleased with it."

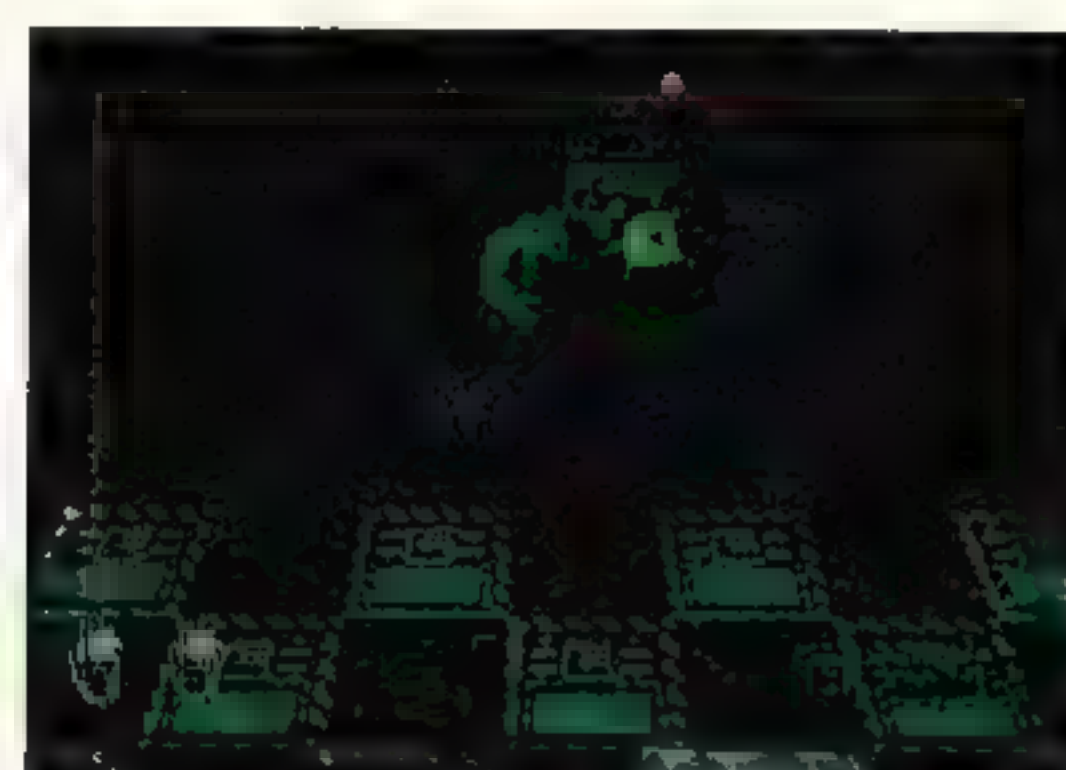
The game follows the recent Marvel comics in that *Hulk* is now a combination of



Hulk is pitted against the superheroes in The Pantheon – if he wins he gets to join them.



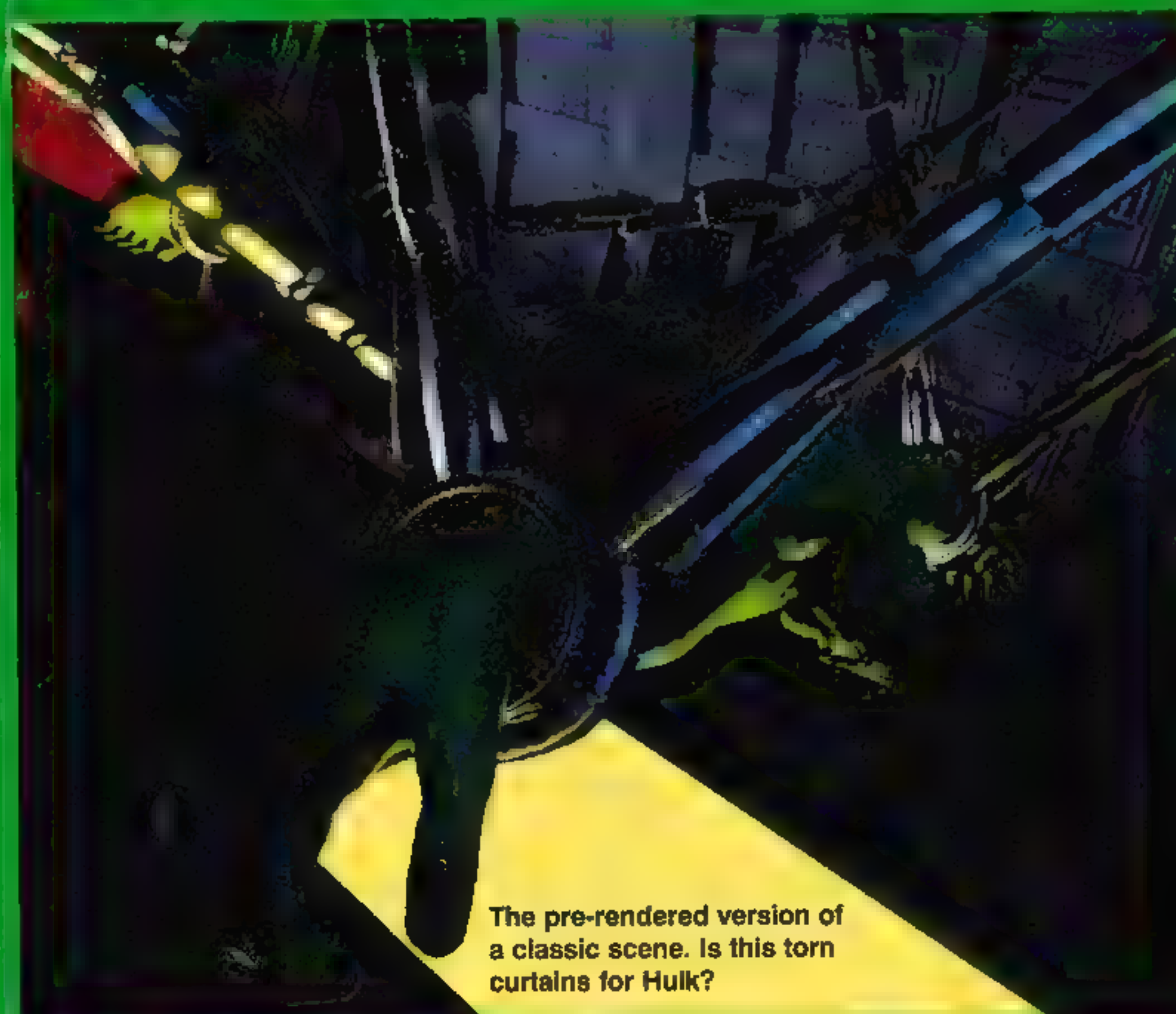
Hulk has around 20 moves in all, though strangely a headbutt option is missing.



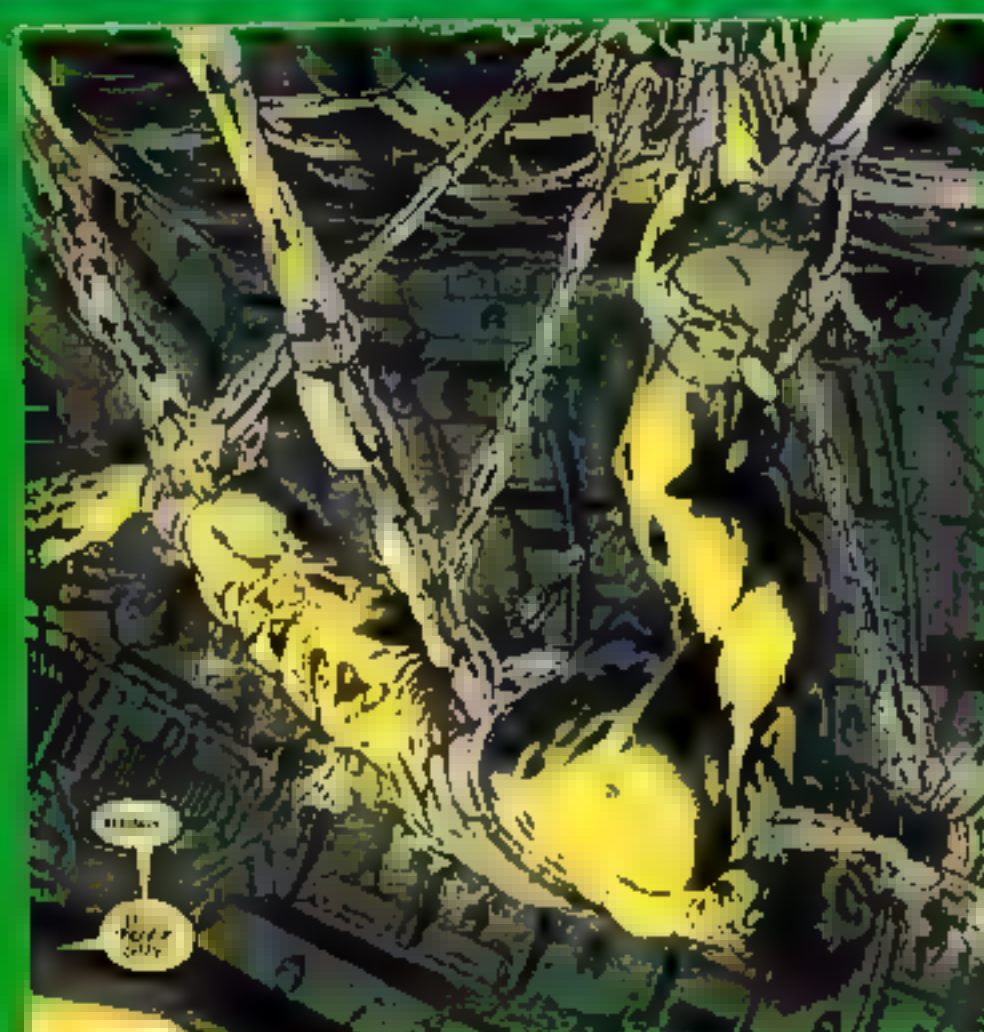
The backgrounds were designed in 3D Studio, but are generated real-time as you play.



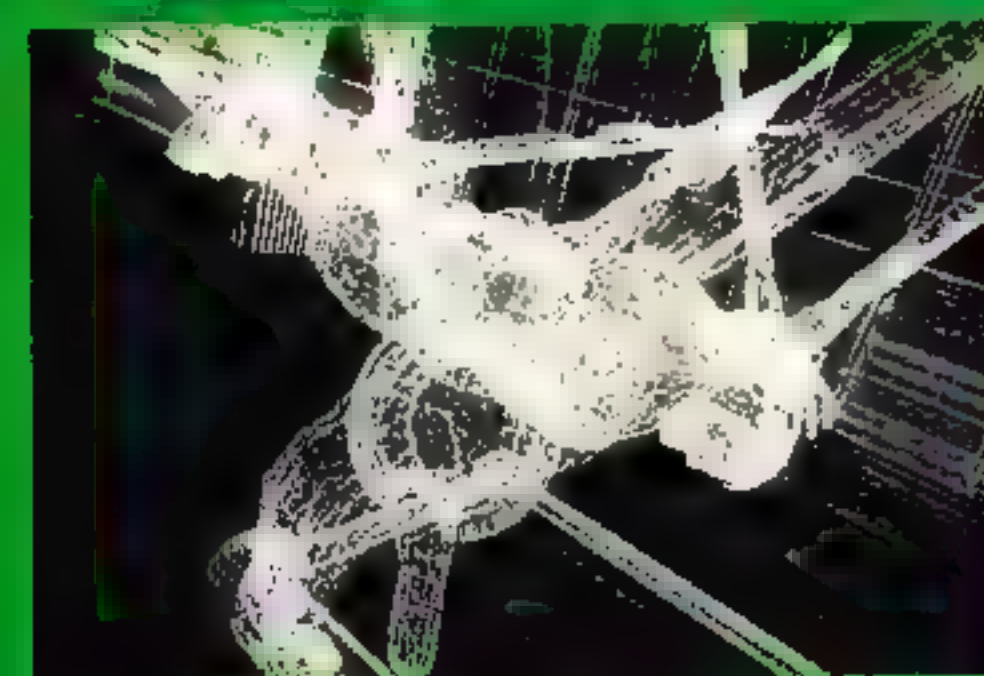
BACK TO BASICS



The pre-rendered version of a classic scene. Is this torn curtains for Hulk?



The designers at ATD worked hard to recreate the feel of the original strip.



As you can see, they'd go to virtually any number of polygons to 'make it happen!'

DRESSED FOR THE OCCASION

In the TV series *The Incredible Hulk*, our mutating hero was played by two different actors. Bill Bixby took the role of the mild-mannered Banner, with green-painted bodybuilder Lou Ferrigno as the Hulk. And they never did explain how he came by new clothes after transforming back to his human self. Because players don't have to worry about our hero reverting to Bruce Banner mode, there's no go looking for an unripped pair of jeans and fresh shirt every few minutes.

Banner and the creature at all times. Fred: "He has the brawn, but also the intelligence of Bruce Banner. He's a bit more controlled, a bit less of an animal."

The green guy is a good guy

The story depicted in the game finds *Hulk* captured by the Pantheon, a gang of superheroes who don't at first realise that the green chap is on the side of the good guys. Players must fight through The Mount and defeat superheroes Hector, Ulysses, Atalanta and Ajax. "Once he beats these superheroes, he can call upon them for help later in the game, by collecting and using calling cards," says Fred. "Ajax can be used to break through doors which Hulk can't, for instance. Atalanta floats above Hulk firing arrows at the enemies, Ulysses acts as a shield, and Hector can stun people with his mace. They become power-ups, basically."

Once he's joined the Pantheon, you must guide Hulk through a three-level episode, in which Piecemeal must be defeated. From there, it's on to the ice levels where Trauma and Lazarus lie in wait, then back to the Mount, which is under attack from the

anti-heroes the U-Foes. If you manage to get this far and then defeat Ironclad, Vector and X-Ray, then Hulk gets to fight himself.

ATD's Fred Gill elaborates. "The final stage is based on a two-comic special, where Hulk is transported to the future by his friend Rick Jones, using Dr Doom's time machine. In this post-Holocaust world, Hulk must fight his future self. Now known as Maestro, he has become the evil leader of a dictatorial state, gaining strength from the nuclear radiation."

Surprisingly, Marvel gave ATD a free reign with the design. "They trust game developers to handle gameplay," says Fred. "They're more concerned with looking after their 'intellectual property', which means getting the details and look of it right. And they were very strict about Hulk not killing humans, or being depicted dying himself."

A 40,000-polygon Silicon Graphics model of Hulk was used for the rendered sequences and the in-game sprite, who boasts around 1,800 animation frames. The biggest difficulty during development was satisfying Marvel's visual demands. "In the

comics the characters change in subtle ways week by week, becoming very different over the period of several stories. Finding a Hulk they were happy with was quite an achievement." Marvel even asked for Hulk's head to be increased by just 10 per cent mid-way through development, which meant re-rendering every single frame of animation.

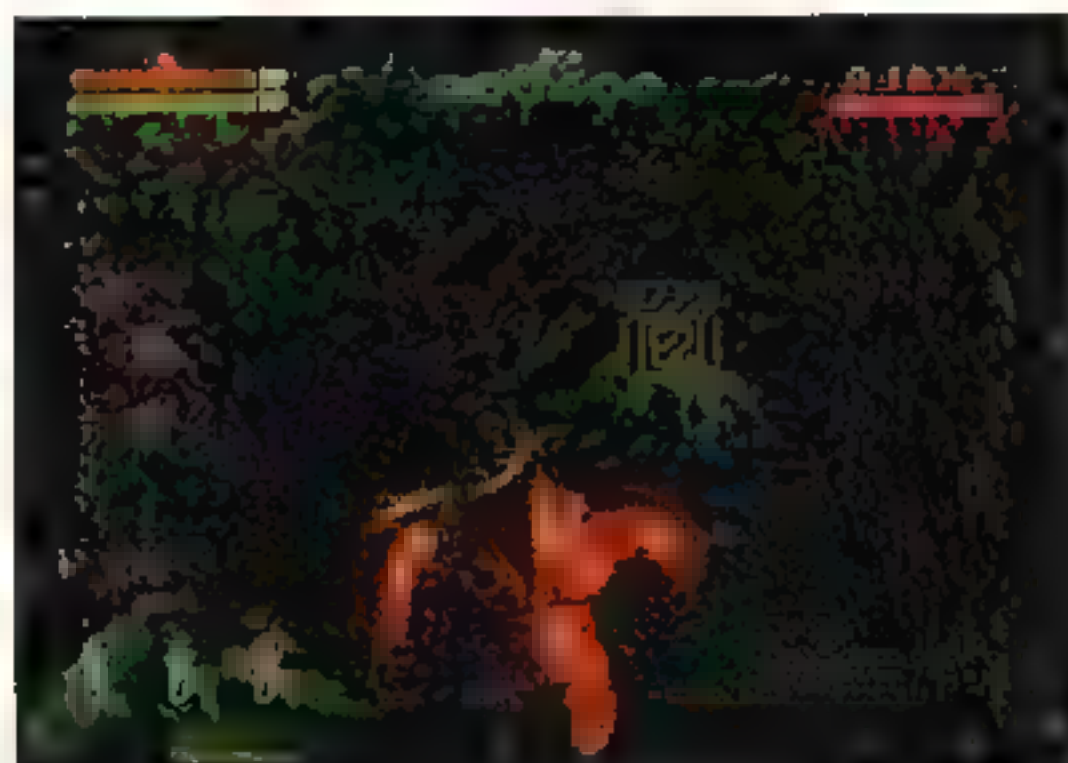
Different from the norm

Fred is happy that ATD has created something different from the norm. "It's 3D, but there's also a lot of platforming and bashing things. The game also requires real tactics for the fighting. Each superhero fights differently and has unique powers, so a combination of moves won't necessarily work on two different characters. And though there's a lot of standard platform puzzles, that it's in 3D means we've been able to take them further. I wouldn't say that there's anything too strenuous on the brain, though. This is the Hulk, after all, and he does like to smash things." (MR)

Hulk will be released by Eidos this December, at £39.99



Killing humans is out, but Hulk can put plenty of non-human enemies six feet under.



The graphics engine always keeps the view side-on, but all the detail moves in true 3D.



Special moves include the spinning vortex, the floor hammer and the sonic clap.

F22 LIGHTNING II™

SCRATCH ONE BOGEY.



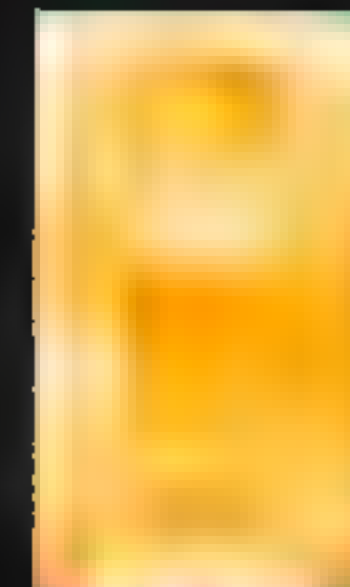
Streaking through blood-red sky over vast terrain. Dicing with life and death. Getting up the enemy's nose as much as possible. It's a test like you've never faced before. You'll marvel at F22 Lightning II's superior gameplay, gape at the amazing, unique graphics and witness the wailing and gnashing of teeth in glorious digital stereo. It's even more

dangerous and thrilling when you challenge others through network, modem or via direct connect.

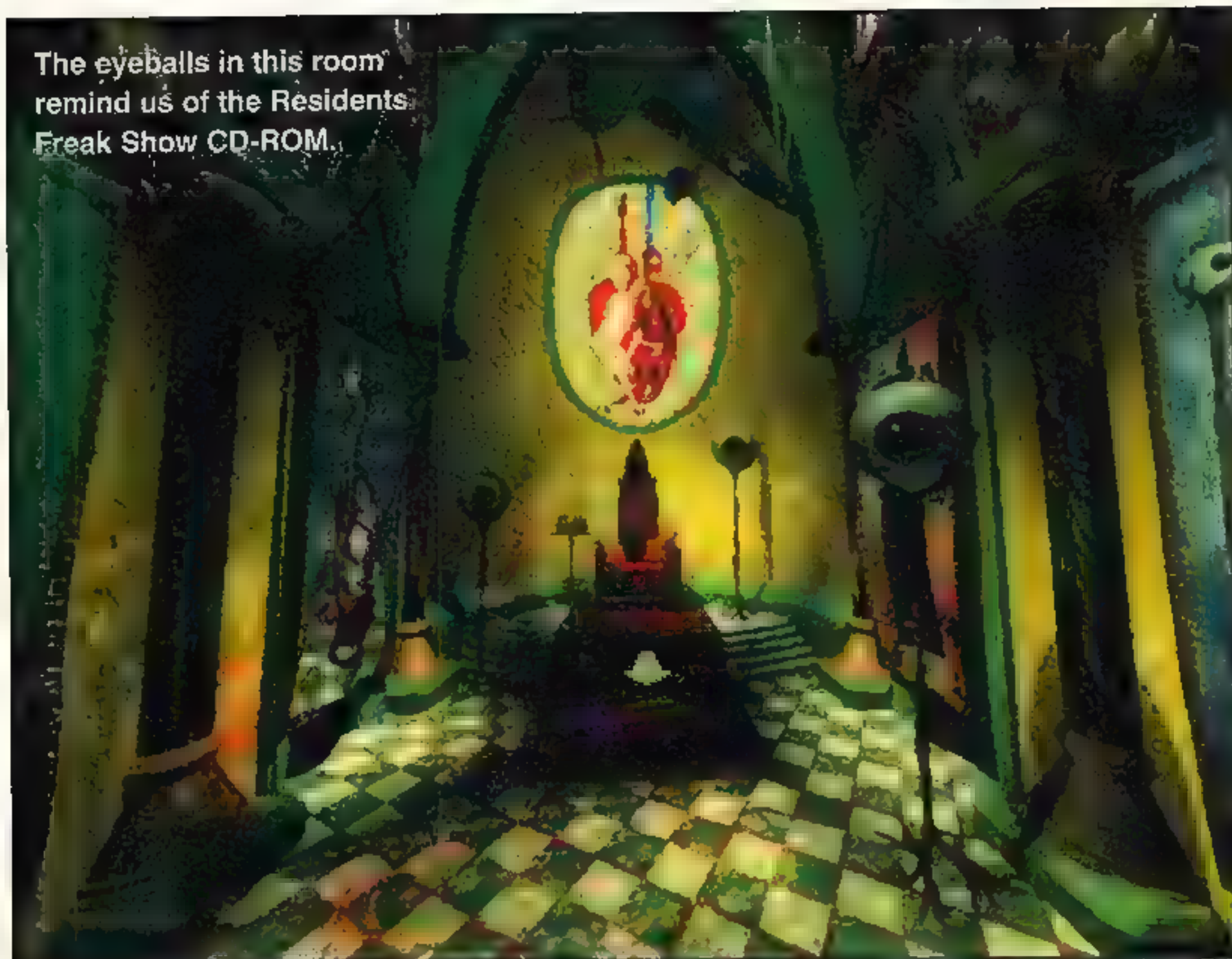
Can you flick it? Yes you can.

For more information please telephone NovaLogic on 0171-405 1777 or write to NovaLogic Ltd., 26-27 Boswell Street, London WC1N 3JD.

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NOVA

LOGIC™

The eyeballs in this room remind us of the Residents' Freak Show CD-ROM.



The picturesque Last Resort.



Yes, it's true. Robert De Niro is involved with the production of a PC game. But just what kind of role is he going to be playing?



Tribeca BACKGROUNDS: Tribeca Interactive is a division of Tribeca Productions, which primarily develops projects in which Robert De Niro serves in his various capacities as producer, director, and actor. Based in New York, Tribeca Productions was founded in 1988, with the interactive wing being added in January 1995; it itself is being produced in Los Angeles.

MYSTIC

Work in progress: 9 - The Last Resort

When we heard that Robert De Niro was involved with the production of a PC game, we admittedly jumped to some rather ridiculous conclusions. "Oh no," some of us thought, "he's not going to blight his career by appearing in [gasp] an interactive gangster movie, is he?" Some of us were actually resigned to the idea of De Niro acting in some sort of cyber-gangster game. Of course, no one would ever take him seriously again, but... Stop.

Slap, slap, slap. Can anyone seriously imagine playing a game full of wiseguys with names like Paulie, Vito and Sammy the Bull, who go around shooting people, calling them 'mooks', and beating the lucky ones over the head with telephone receivers? This is De Niro, a man at the top of Hollywood's A-list. A man so cool he doesn't talk on the phone. A man, indeed, who has other people who talk on the phone for him.

No, Robert De Niro does not appear in 9. He is, rather, the executive producer of the

game. He's the big man, calling the shots from behind the scenes, reeling in big talent for the game and generally carrying on in the manner of a top Hollywood professional. His company, Tribeca Productions, should have the game complete and on the shelves by Christmas.

For De Niro, making an adventure game for the PC presented him with complexities he hasn't encountered in the film industry thusfar. "I say a movie," comments De Niro, "that's all backstory behind what's going on and you show some things in the film, of course. But with this you show so many different sides of one situation, one character, one whatever..."

Basically, 9 is a point and click adventure similar in its gameplay to *Myst*. "The storyline of 9 involves a place called the Last Resort," explains Buzz Hayes, the hands-on producer of the game. "It was built by a rather eccentric inventor - a guy called Thurston Last. He built a place that was a

resort for artists, painters, poets, writers to come when they lost their inspiration, when their creative juices had gone dry. It was sort of a Fantasy Island for artisans."

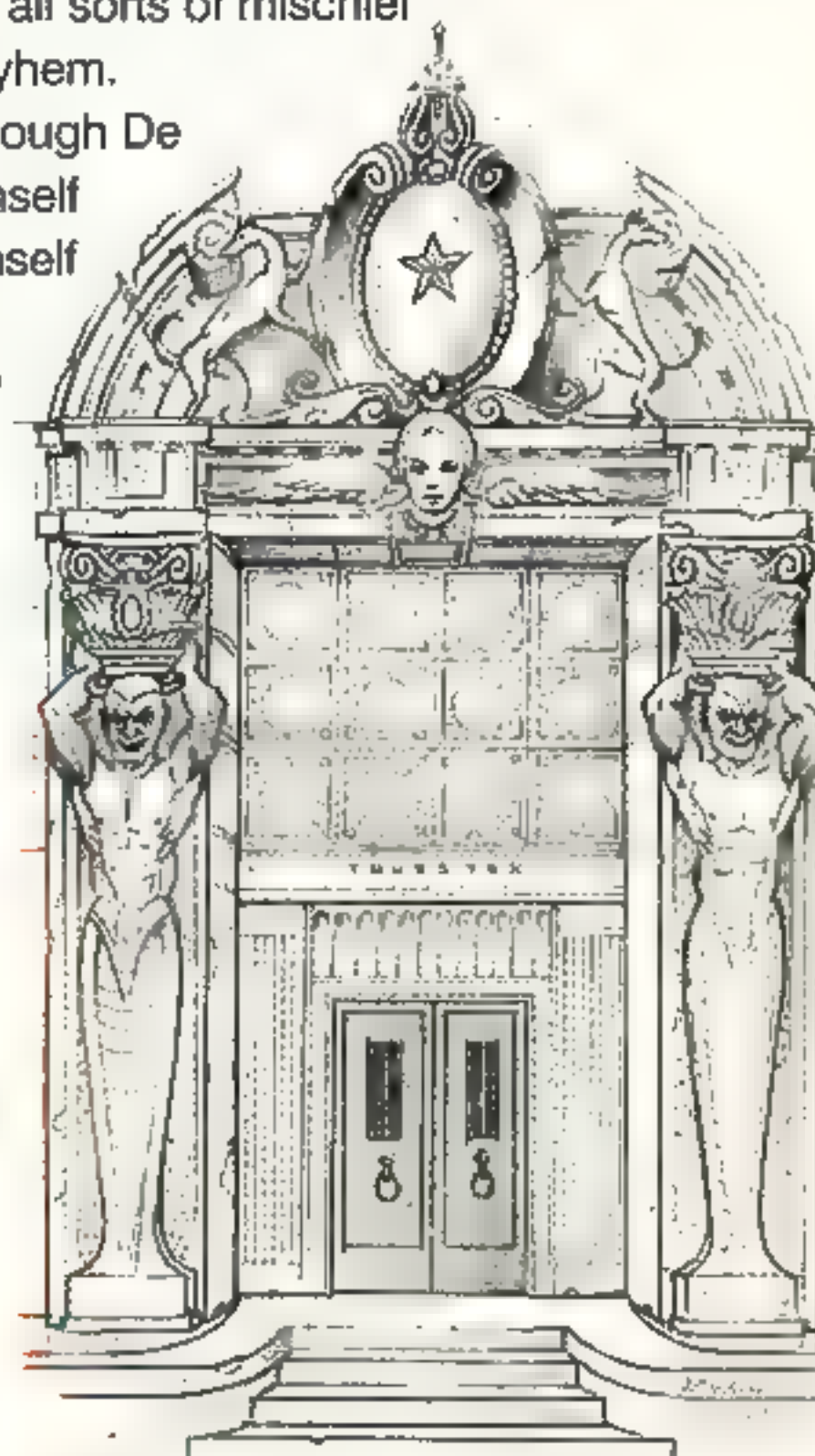
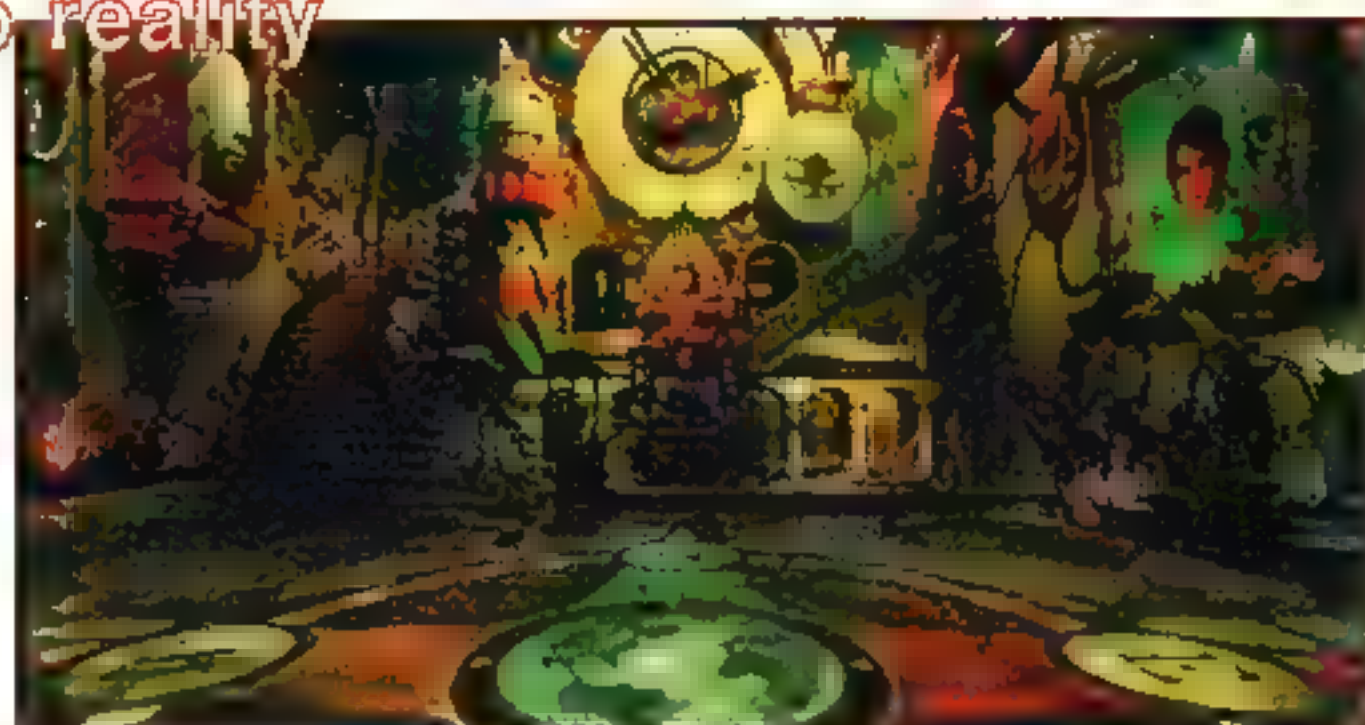
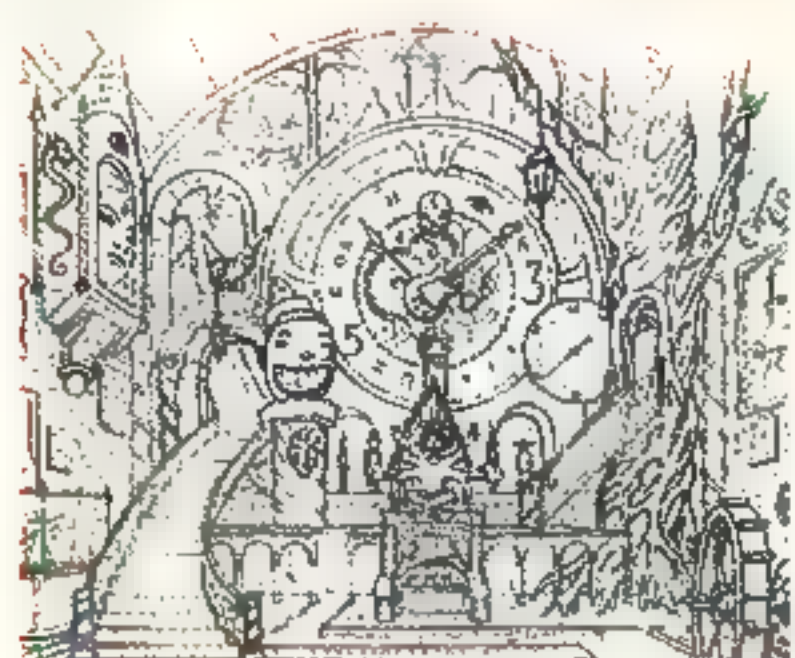
Playing the late Mr Last's nephew, you're the inheritor of the Last Resort. Things have gone awry since your good uncle's death. Once a fount of creativity, where the artistic elite would play with a mysterious muse machine, the Last Resort has fallen into a state of disrepair and its former inhabitants are running rampant in the place, causing all sorts of mischief and mayhem.

Although De Niro himself isn't himself in the game, 9 is by no means without big

CD REVIEW

For more on this demo, see page 24.

From sketchbook to reality





THE INSPIRATION

So just how did the people at Tribeca come up with the idea for 9? While looking for a way to combine art, music and interactive gaming, they were literally stumped. "Wouldn't it be great," someone mused, "if there were some kind of resort we could visit? A place with a machine we can use to get the creative juices flowing and come up with ideas?" That's just how they came up with the idea for the Last Resort. With a bit of imaginative effort, they thought up Isobella, the enchanting muse machine at the centre of the game, and populated the resort with all sorts of odd inhabitants. Turn everything on its head by saying the place is abandoned and run-down and corrupt all the characters, and you have the basis of 9. Hurrah. Why it's called 9, however, is a mystery. You'll have to play the game to find out.

The artists and their digital artform

When Tribeca set out to make 9, the company didn't settle for some nameless, faceless 3D designers or off-the-shelf voice actors. All the artwork was designed by Mike Ryden, who has designed album covers for Aerosmith and the Red Hot Chili Peppers. Rockers Aerosmith themselves, among others, provide some of the voices, while Robert De Niro oversees things as executive producer.



Here's Ryden with his sketchpad. For him, creating an environment for an adventure game is akin to the art of interior decorating.



But it wasn't all paperwork. To achieve an earthier, totemistic atmosphere, many major decorations were modelled in clay by Ryden.



Steve Tyler (left) and Joe Perry, of rock band Aerosmith, are the voices of the poisonous twins who taunt you in 9.



'You are the interloper!' Steve Tyler really gives it some in a mock British accent. What a rockstar.



Buzz Hays, 9's producer: "We looked for people who we thought would lend an interesting bent to the story, voices people know."



De Niro: "Tribeca will take advantage of this new art form [digital media] to create compelling, character driven adventures."

► Hollywood talent. James Belushi, for instance, provides the voice of the Last Resort's flying caretaker, Salty. According to the folks at Tribeca, Belushi contributed far beyond the call of duty with plenty of improvisation while recording his lines.

Cher, with a natural affinity to all things silicon, does the voice for Isobella, the siren-like muse at the centre of the Last Resort. Christopher Reeve, who was looking to get back into the entertainment industry after breaking his neck in a riding accident last year, also makes a contribution.

Then there's Aerosmith. Singer Steve Tyler and axeman Joe Perry play a pair of mad twins who torment players with lines such as, "We are compelled to remove that from your grasp," for when you pick up something you shouldn't. Joe Perry, whose guitar playing accompanies the twins

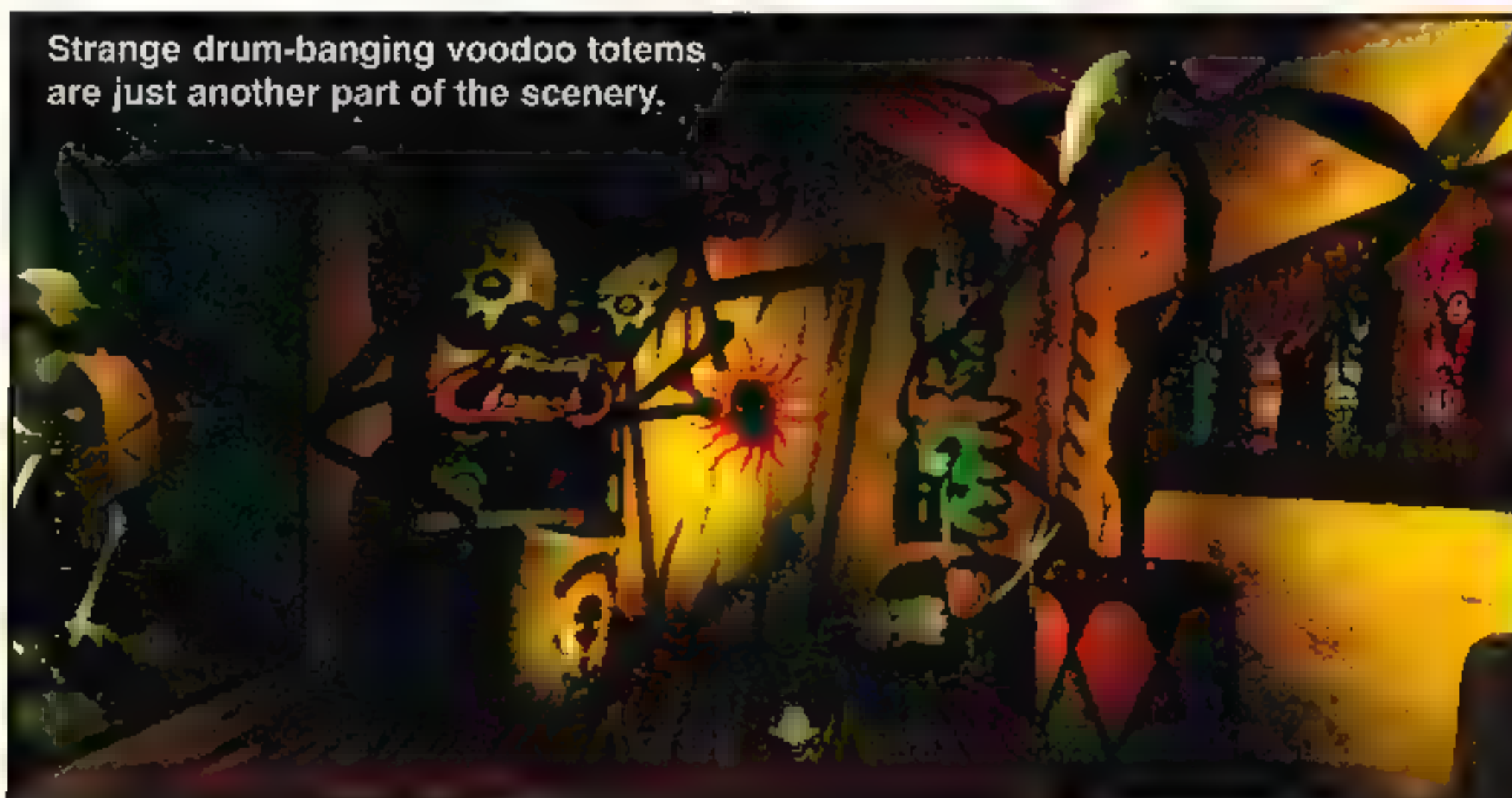
whenever they appear, commented, "From the concept on the storyboard, to seeing bits and pieces on somebody's notebook and then throwing the voices in, it's exciting to see it put together".

The game might be full of rock stars, comedians and top actors, but the real heroes behind it are the artists and programmers doing all the hard graft. 9's unique visuals are the work of Mark Ryden, whose album covers for bands like the Red Hot Chili Peppers, Michael Jackson and Aerosmith are known the world over. Ryden has been drawing and modelling items that appear in the game for the past 18 months, while lead animator, Joe Pasquale, formerly of FX firm Industrial Light and Magic, has been 3D rendering and animating 9's odd characters.

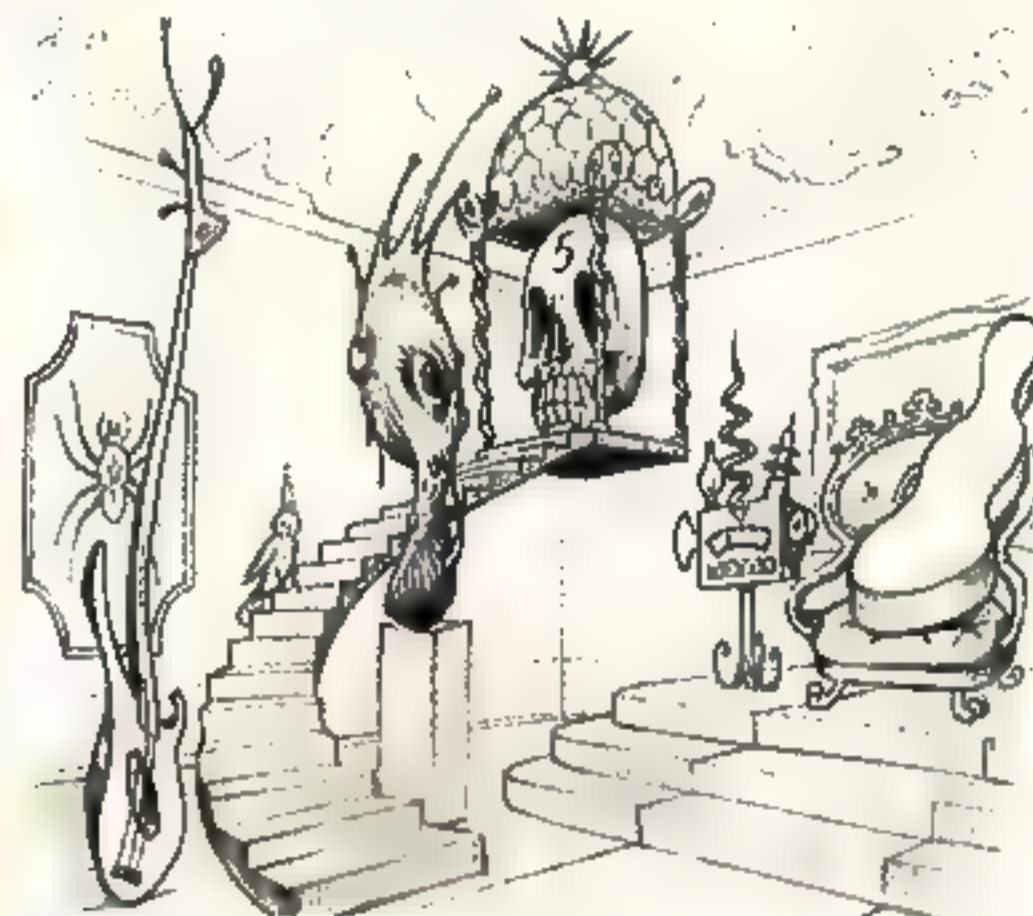
Compared to Ryden's previous occupation, coming up with a 3D adventure

game is infinitely more complex. As he explains: "When you're doing an album cover you have one shot, one composition to work out. In the game, I'm doing work which is more like interior decorating, designing the whole room, which has to look good from lots of different angles – so it's not one composition, it's a multitude of compositions."

Unlike some left-field adventures which are full of brash, contrived wackiness, 9 does seem to have a well-thought-out feel to it. Visually, it might remind you of something like *The Residents Freak Show* CD-ROM, and like *Freak Show*, it offers plenty of locations to explore. And you'll obviously be obliged to deal with some pretty kooky characters. In all, the folks at Tribeca think 9 will take an average adventure gamer 50 hours to complete. We'll be able to report more on that front when we review the game next issue. (GW)



Strange drum-banging voodoo totems are just another part of the scenery.



More interior decoration with this Dali-inspired setting full of musical instruments.

Sensible

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Sensible
SOFTWARE



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**WARNER
INTERACTIVE**



THE MAIL

Bad time-keeping, dodo hardware and motion sickness. Blimey.

THE BLEEDING EDGE

Just thought I'd drop you a line to say how disgusted I am with Diamond Multimedia. I brought a Diamond Edge 3D 3000 card last Christmas, and only now are we finally told the card is not Direct-3D-compatible and will be phased out immediately. Even its advertisements, which ran just last month in the majority of the computer gaming press, gave the impression that the card is Direct-3D-compatible.

Well, it looks like I own a complete dodo so I'm now saving up for a PowerVR card (and not the Diamond Monster 3D version of it). By the way, I'd like to nominate the Diamond technical support line as the worst tech support line I've ever used!

Spencer Parker, Marlow, Bucks

Occasionally, being left with an extinct turkey-like bird from the island of Mauritius comes with the territory of being first on the block with new technology. We'll be testing more 3D cards over the next few months – and will do our best to futureproof the reviews.

SALE OF THE CENTURY... SORT OF

It's costing me a small fortune going to W H Smiths every day to see if your magazine is on the shelves. Please could you clear up when the January issue of your magazine is actually going to be out?

PC Review used to come out on the 15th of every month. Now it's anybody's guess.

John Birkett, Newcastle upon Tyne.

Sorry for the confusion. We come out every four weeks, except over Christmas. Here are some on-sale

notes for your diary...

Jan issue – Tuesday 31 December

Feb issue – Tuesday 28 January

March issue – Tuesday 25 February

April issue – Tuesday 25 March

LATE AGAIN, BOY!

I've read your magazine for three years now, and lately I've noticed that a couple of major games have slipped through the fingers of your meticulous review team.

What happened to a review of C&C: Red Alert? You also missed Dungeon Keeper. What went wrong?

Robert Hayward, Kent

We review Red Alert this month, and it only made it into the issue by the skin of its teeth – it's only just been finished. Turn to page 50 to see what we thought. As for Dungeon Keeper, there's no way Bullfrog's opus is on sale anywhere yet. We called Bullfrog to see how it's getting on with the game, and it claims it should be out some time early next year. Remember, the first review you read in another magazine is not always the most accurate!

MISSING IN ACTION

TeleShares, given away with CD Review 59 was incomplete: it was missing the help files. HELP! It was advertised as a full product. What's going on?

Bob Kendrick, via the Internet

We've been trying to sort out this confusion for the

last couple of months. A new version of TeleShares, complete with help files will be published on CD Review 64, on sale December 31, as one of our massive collection of full commercial programs.

THAT'S ENOUGH!

I fear I may be in a minority with my view, but I think there's quite enough coverage of the Internet in the mag already. Things on the Internet change so frequently and rapidly that by the time I read it, the info's out-of-date.

Every time I read about a Web site in a mag, I find myself thinking 'Oh yeah, I looked at that last month' and I've either forgotten about it or bookmarked it by the time I see it in print.

The article in the news section of issue 61 wasn't news at all when the magazine dropped through my letterbox. I'd even read about the 'Safety Net' – announced 'as PC Review went to press' – a couple of weeks before, and in more detail.

If you want to do

more on the Internet, I'd say put more up-to-date content on the PC Review Web site so people with Net access can read it if they want. But please keep the balance of the magazine as it is: I for one don't want to read stuff which is six weeks out-of-date.

Can I also say that I didn't like the 'How to... clean your Windows' article in last month's issue (62) – but then again, it probably wasn't aimed at people who work doing tech support for Windows 95. I subscribe to the magazine to read about games and entertainment software.

Having said all that, I think the mag's great. Keep up the good work.

Michael Lefevre, via the Internet

Maybe you'll enjoy this month's Customise your Desktop feature more (see page 123). Any other readers with opinions about our level of Net coverage?



If you have a point to make, write it down. Send it to us at the address shown above, or e-mail us on pcreview@futurenet.co.uk.

Letter of the month

SICK!

As far as I am concerned, Quake scores 0, because like all other first-person-perspective games it makes me feel physically sick – I get travel sickness symptoms. I am certainly not the only person in the world who experiences problems with first-person games (I have a brother and nephew with the same problem and there must be a number of other people affected in the same way), so on behalf of all sufferers, I'd like to say that I sincerely hope that all

games producers don't concentrate solely on this type of game.

I would also be grateful if you would make it clear in your reviews whether a game uses the first-person-perspective or not. At the moment your reviewers use the term "3D graphics", and I'm not sure whether this is meant to be synonym for first-person or not.

Finally, all your reviewers are expert games players so they have rather biased views of some

games. It would be nice if you occasionally checked a review against the opinion of Joe or Jill Klutz. Sometimes I buy games on the recommendations of reviewers, only to find they are just too difficult to enjoy.

Barbara Kitchenham, Staffs

Does Tomb Raider make you sick too? Any other readers have the same problem? Write and let us know.

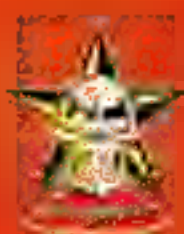
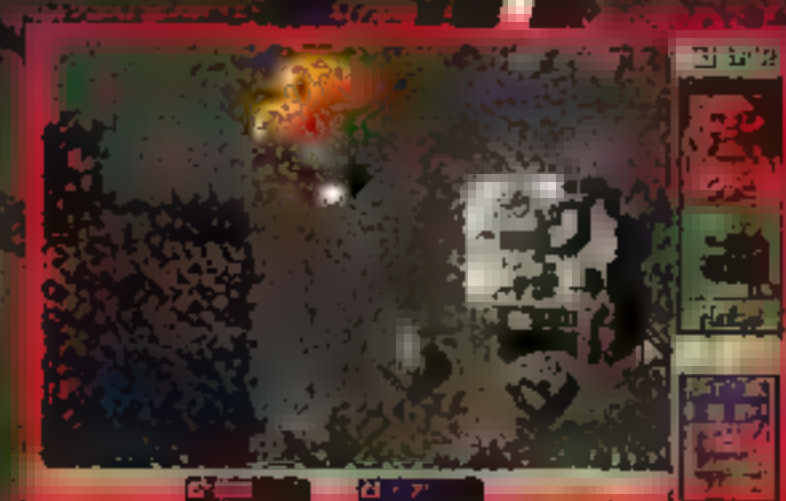
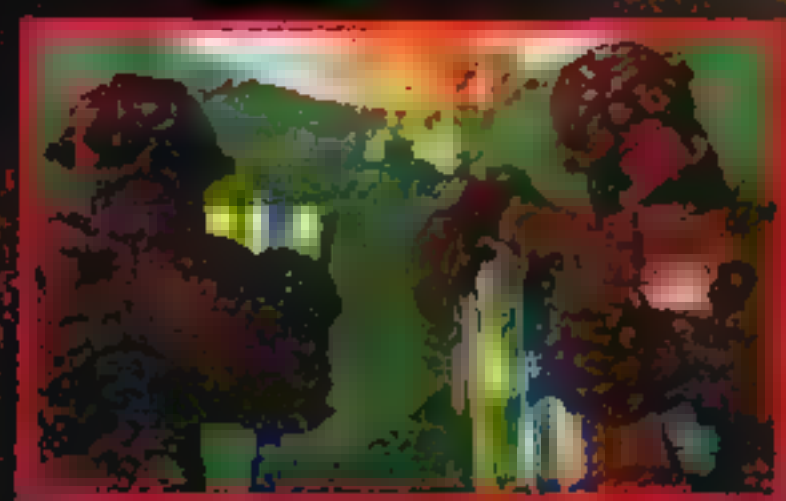
THE BITMAP BROTHERS

Z

**"THE LAST
WORD IN
ACTION
STRATEGY
GAMES"** EDGE.



92%



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THE GREAT DEBATE

SHOCK OR SCHLOCK:

THE CASE FOR AND AGAINST JOLT SALESMANSHIP

Is it legitimate for advertisers to use shock tactics? Who knows? These two men in suits think they have the answer.



The ad that started the latest round of controversy – Gametek's Joanne Guest Battlecruiser campaign.



Interactive Magic's cheeky take on Gametek's advert.

NEXT MONTH

We ask, are the hardware companies ripping up off with the upgrade culture? Do PC specs really increase only because we need more computing power... or is it because manufacturers want more profit?

SCHLOCK

Writing against shock advertising we have David Burton...

Use of sex to sell a

product is nothing new; scantily-clad babes draped over car bonnets sold sparkplugs in the '70s – they were targeting a largely unsophisticated male audience and sparkplugs are dull. But our consumers are sophisticated

and our product is (supposed to be) exciting, so 'shock' ads that do not relate to the product's content only make the consumer suspicious about the quality of the game, or worse, may appear as a cheap and condescending attempt to grab attention.

Before I sound like a lay preacher (I read *FHM* like the next guy!), I should state that I do not believe that all 'shock' ads are bad – whether an ad crosses the line of tastelessness depends on how relevant the 'impact' image is to the aspiration that the game caters for (i.e. the danger and prestige of a Formula One driver, or the romance of being a heroic fighter pilot etc.).

Virgin Interactive ran a campaign for an explosive



Writing against this outrageous behaviour is David Burton, marketing manager at Interactive Magic

driving game which showed a photograph of an upturned car with a slogan 'This Christmas the roads will be full of mad men. Join them!' it was shocking but, I believe, far more acceptable because it suggested that the game would let us break rules that we knew we really shouldn't, making use of

an image that reflected this aspiration and the game's content. Virgin has thus created a strong positioning for itself, cornering the market on close-to-the-mark ads – it succeeds because attention-grabbing is balanced against a relevant message. Ads that use shock merely as a desperate bid for attention, degrade the quality of the product and the intellect of the consumer.

PC publishers are fortunate to be communicating with individuals that possess great imagination; gamers want to be entertained and intrigued. Ads like 'She really wants it' are certainly eye catching, (hence we produced our ad to capitalise upon its hype) but do not create intrigue about the game itself.

SHOCK

And in defence of shock tactics, Adrian Cale...

Advertising is a form of communication, as is verbal conversation, and is very much in the eye of the beholder. If you met someone for the very first time at a vicar's tea party and their first words were littered with obscenities, the reaction would be totally different than if you met the same person in a spit-and-sawdust pub. It's all about how you define shock tactics.

If you're advertising within the right environment, who's to say it's wrong or even shocking? Take our current campaign for *Battlecruiser 3000AD*. We have taken extreme care to place this advert "within the right environment." It only adorns the pages of the specialist PC press where its readership profiles are in line with how we are promoting our game. Like it or not, the fact is the PC gaming market is made up of 98 per cent males who are an average age of 27. Some of the publications are quite clearly written as "lads mags" and sit alongside the likes of *Loaded* and *FHM* at point-of-purchase.

The *Battlecruiser* thing is extremely tongue-in-cheek and has proved very effective. The computer gaming fraternity has stepped up an age bracket and should be marketed to as such.

Some people have a preconceived idea that shock advertising is only used to

paper over the cracks in a sub quality product? By initiating shock advertising you are provoking discussion. Some conclusions will be bad and some will be better. The resulting PR benefits, however, are immeasurable. Your product is known. That said, what use is the hype if the product does not live up to its own name? Angry dealers, let-down gamers and vengeful journalists will all line up to whip your once wonderful baby. The product must be good enough to support the considerable weight of hype.

Does shock advertising detract from the product it is trying to sell? Give me a break. When did you last see the clothing giant Benetton advertise their latest collection as: "Buy me because I am made of wool and I can keep you warm."?



Game for a laugh is Adrian Cale – marketing manager at Gametek.

A Creature
is for
a-Life not
just for
Christmas



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Out now for Win'95
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Free X-mas object pack
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TOUCH AND TYPE

Win a Lifetime Wireless Touchpad keyboard, worth £140!

WIN!
Over £1,000
worth of kit
up for grabs



For more information on Key Tronic's keyboards, call the UK distributors, Ceratech Electronics Ltd, on 1420-85470.

Most things you spend a lot of time with – your slippers, your dog, your wife – merit significant forethought. Strange, then, that the average PC owner whiles away the days caressing an utterly anonymous keyboard. If it wasn't for the new Wireless touchpad keyboard, you might have an excuse. As it is, can you afford to be without the text input device of the 21st century?

As you'll know if you read our fifty top gadgets feature last month – or if you're pretty smart – the £140 Wireless touchpad keyboard has a touchpad and doesn't have wires. Instead of a curly cable, it has an infra-red transmitter with a range of up to 50 feet. With a pair of binoculars, you could write the next great novel from the top of a tall tree. And as the infra-red transmitter is capable of bouncing its message off any shiny surface, you can use it on your lap, with your back to the computer or even from behind the lounge.

The touchpad, meanwhile, is far cleverer than the average portable version. It employs special Trigger-Edge Tracking, which means you can move the pointer about without acting like you're stroking a cheeky little cat. It doesn't have buttons – you tap the

touchpad instead. With special keys for Windows 95 and a lifetime guarantee, you'll never need another input device.

Yours for life

Key Tronic has great faith in its keyboard. It's so confident that normal use can't damage it, should it ever fail, it'll repair or replace it, guaranteed. Since each Lifetime keyboard can withstand 20Gs of force – more than twice that generated by the Saturn rocket on take-off – and each key is rated to 20 million keystrokes, Key Tronic reckons that should you live to 100, your keyboard will see you out.

Give me one!

The Lifetime Wireless touchpad is such a smooth character, you almost can't avoid touching it. In fact, a certain sexy foxtress released a single 'Touch Me' in the mid-'80s, which could be its anthem. But who was that singer?

THE LAW

1. Answers please on a postcard, a stuck-down envelope or attached with ribbons to a cute American blonde and sent to: Key Tronic Competition, PC Review, Future Publishing, 30 Monmouth Street, Bath, BA1 2DL
2. Don't forget to put your name and address on the entry. Make sure you get it to us before 31 December, as that's when the next issue hits the shops.
3. This competition is not open to employees of Key Tronic, Ceratech, Future Publishing or Chris Evans.
4. No multiple entries. No multiple entries. It's easy to spot, isn't it?
5. No correspondence will be entered into over the results of the competition. The judge's decision is final.
6. The answer will be printed in our next issue, and the lucky winners' names will be announced in the following issue.

Designed for

Microsoft
Windows 95

bingo fuel

two bandits on my tail.



gear damaged

both wingmen down

TIME TO EJECT?

No way! You're flying Super EF2000 - Europe's 21st century air-superiority fighter, armed with the most sophisticated defensive and offensive systems known to man. Proclaimed the best simulation of its kind by the world's leading PC magazines, EF2000 is now available on Windows '95, with a wealth of exciting new features. Such as an enhanced version of our war generation system, which puts you in the middle of a thousand plane war. Or the new mission planner for precise tactical control of your flights. There's even a custom-editor that lets you construct the most awesome aerial battles ever seen. And for the ultimate challenge, there's a host of multi-player options that let you fight real-live opponents.

SUPER
EF
2000
Windows 95

OR TIME TO GET SOME HELP?

Like its real counterpart EF2000 is designed to be easy for pilots to fly. Yet even real pilots know when to buckle-down, swallow their pride and ask for help. Super EF2000 gives you instant access to a context-sensitive, multimedia pilot training system. Exploiting the Windows format to its fullest, Super EF2000 employs point-and-click graphics for rapid access to vital info - precisely when you need it most.



TFX
MILITARY

DIG
DIGITAL IMAGE DESIGN



Fly Super EF2000 on your PC -
the ultimate combat flight
simulation for Windows '95.

PC Zone - 97%:
the highest scoring game ever reviewed.
Computer Gaming World -
best simulation game of
the year, 1996.



ocean

Maces in your back.
Boiling oil in your face.
Fire in your fields.

(Will the fun never end?)



Call Sierra on 01734 303171 for more details (Dealers, please call 01734 303322)

Douse the enemy with **boiling oil** — but beware of flaming arrows!

Catapults are excellent for creating “backdoor” attacks and catching your rivals by surprise.

Storm the castle using siege towers.

Break down castle walls using the mighty **catapult**.



Build your own medieval weapons including swords, maces, pikes, crossbows, longbows, knight armor and pitchforks — hey, the peasants gotta have something to fight with.



Use the mini-map to **plan** troop positioning.

When victory is imminent, use the **“Mop-Up”** tool to finish off the enemy.



All herald the arrival of **Lords of the Realm II**. It's the late 13th Century and the Crown of England is up for grabs. It's time to sharpen your pitchforks. Round up your archers. And fortify your garrison. It's a fight to the finish against your fellow lords. Where the winner becomes King. And the loser has bloody hell to pay.

A sequel to the award-winning *Lords of the Realm*, this medieval strategy/action game separates the men from the boys. With challenging new tactics. Rich animation. Armor-piercing weaponry. And real-time battles that are frighteningly authentic. An improved interface makes start-up easy. Plus, you can clash head-to-head via modem, or 4 lords can lay siege at one time via network. Prepare to smash your way to the throne in the battle of your life. Because in the end, you're either King — or you're dead.

Impressions Designed by Impressions Software



SIERRA®

Subterranean BUZZ

Live Indoors

"as flash a shoot 'em up
as they come"
OFFICIAL PLAYSTATION MAGAZINE

"...the most frantic and compulsive
video game ever created"
GAME PRO

"If only all PlayStation games
looked this good"
PLAYSTATION POWER

"...stylish and atmospheric...
with amazing speed and fluidity"
EDGE

"Who needs hallucinogenic
love drugs when you've
got Tunnel B1?"
EDGE

sponsored by

TUNNEL B1



FROM

ocean

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adventure

PLAYER

PLAYER



This month we roll out the red carpet for *Tomb Raider*, the brilliant new game from Core. It's important for plenty of reasons. Firstly, it offers a compelling single-player experience without a thought for the multi-player angle. Secondly, it shows that the UK can create the best games in the world. Congratulations to all at Core. Thirdly, it's a serious competitor to Nintendo's new super game, *Mario 64*. But this one with a fast graphics card and find out why.

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Somewhat misleadingly, Lara only actually rides a motorbike during one of the cut scenes. Nice shot, though.

TOMB RAIDER

Some serious plundering masquerades as archeological study, as Lara Croft struts her stuff like a latterday Indiana Jones. Only without the whip. And with pointier breasts.

Women in games then. Animated female forms designed by males, placed in situations thought up by males and played by, if reader profiles of magazines are to be believed, almost exclusively by males. What are they going to look like? Fat and dumpy in loose-fitting cardigans? Or svelte, leggy minxes poured into the skimpiest of lycra tops with enormous pistols hanging from the belt of Daisy-Duke-style cut-off jeans? Exactly.

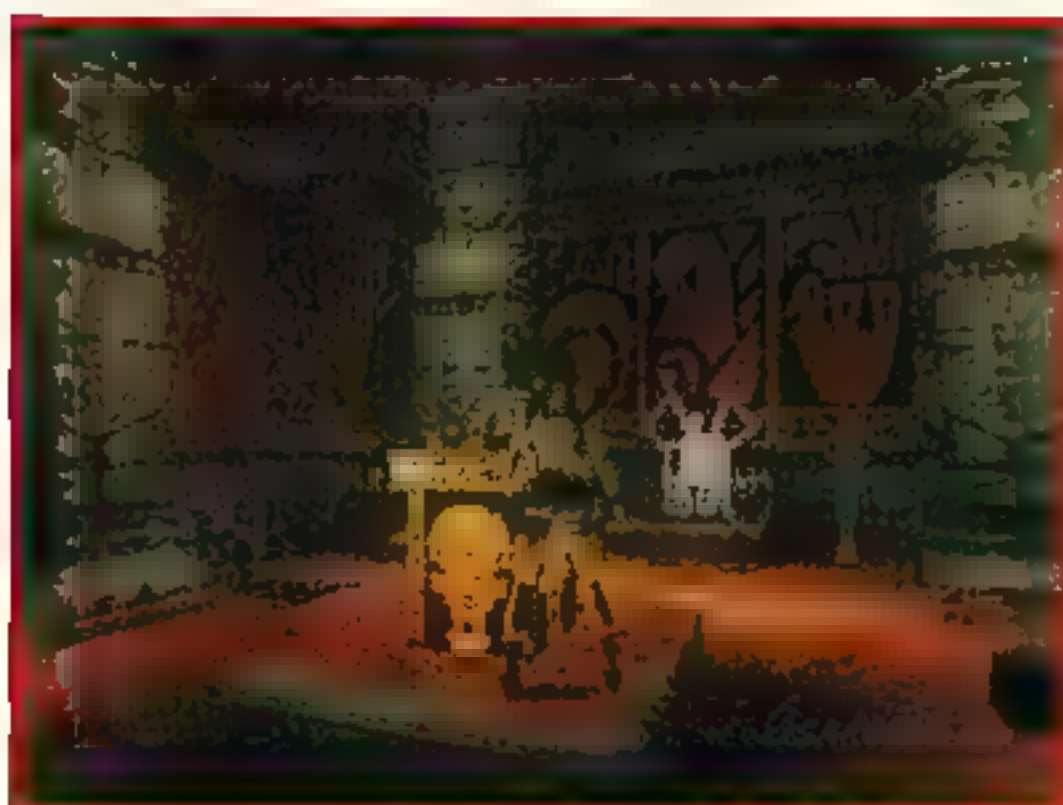
Unusually for video games, the hero of *Tomb Raider* is a heroine – the only non-zombie, non-snarling character in the entire game, and certainly the best-looking. It's telling in this age of New Man backlash laddishness that lurking inches below the surface of its female empowerment façade is

a game where the player spends all his time staring at a young lady's ass. So it goes.

Equally unusually for a video game is that it stands up to all the pre-release hype, leaving jaded computer journos across the country gasping for adjectives to get across simply how fantastically, intensely enjoyable and amazing this game is. We had a week to play it and it simply wasn't enough to get anything but a flavour of the whole game. We could have played it for three times that and still been languishing half way through the enormous levels that make up this labyrinthine explorer. And we suspect that until you've actually finished the entire thing, you'll never be truly satisfied.

So what's going on, then? Why should a game where all you do is run from location to location picking up objects, opening doors and finding keys be so great, when the vast majority of arcade adventure games from the present way back to the year dot have been so universally cruddy? Well, without wanting to sound too pompous and pretentious, it's because *Tomb* ►

Helpfully, the game draws your attention to new or important things like this treasure by locking the view on them.



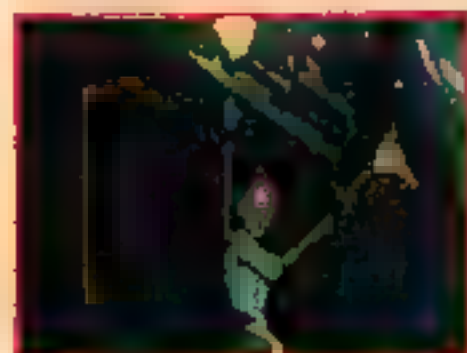


TOMB RAIDER

FIRST BLOOD



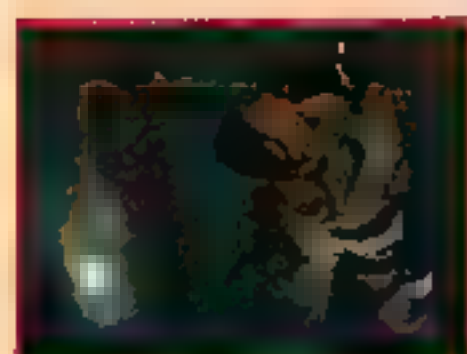
The cut scenes hype you up for the action superbly.



Although it's never explained why she wears so little...



...when it starts out cold and snowy. It's as if she's dressed...



...like some sort of sex object, to be ogled by a third person. Hmm.



Ponies & hockey sticks



Lara's a spoiled little rich kid, as her impeccable dress sense and plummy tones indicate. The training level's her huge stately home, where she guides you through moving and jumping safely away from all the wolves and monsters.

► *Raider*, like *Quake*, creates a believable and credible immersive 3D environment within which the guts of the game – the opening and picking up and key-finding – are set. And to convince you that this is important, here's a paragraph on, of all things, a Nintendo game console.

Make or break

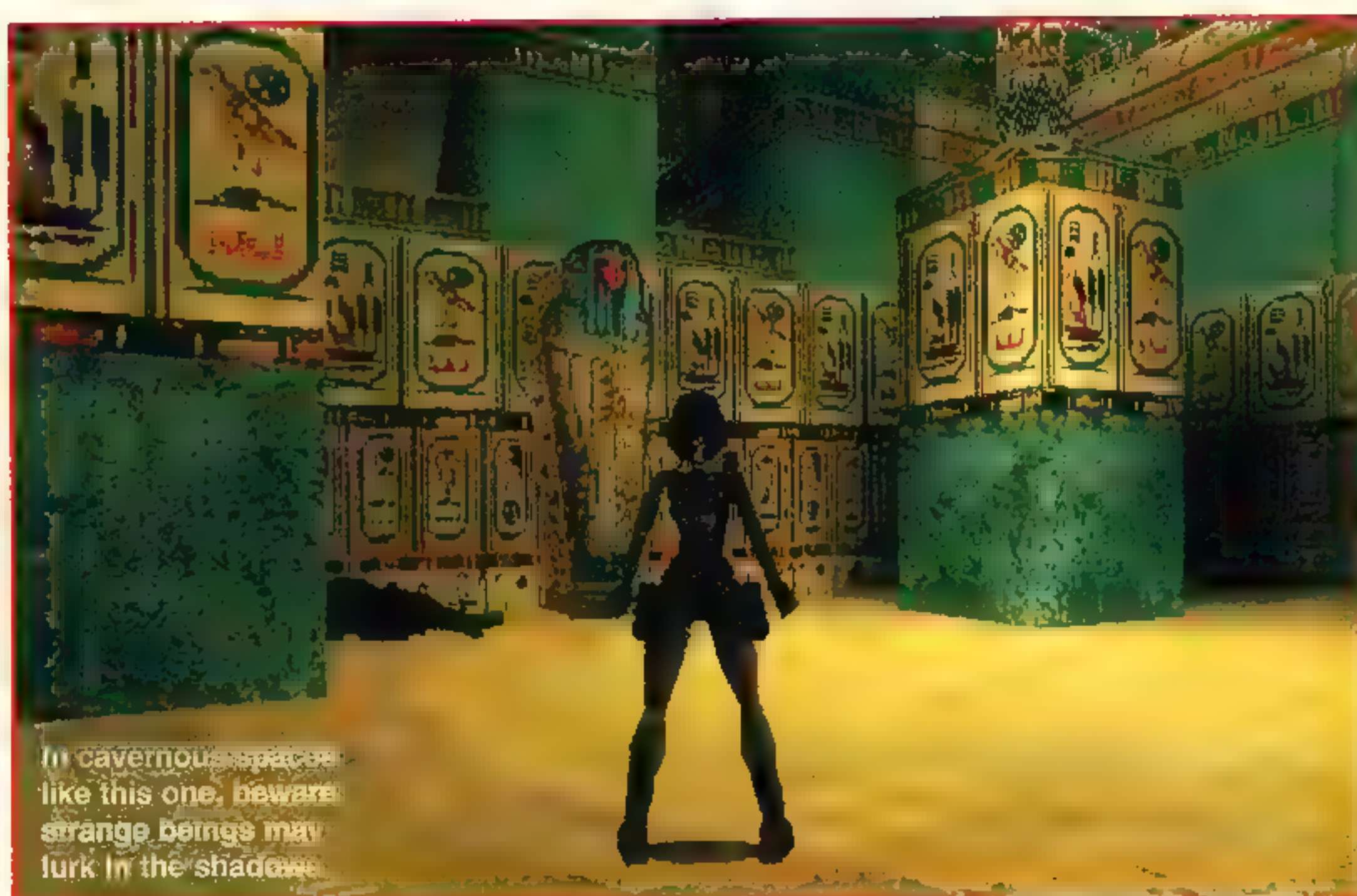
You see, this Christmas is the make-or-break release of the Nintendo N64 überconsole, which at this moment in time has about four games, one of them being *Super Mario 64*. And by all accounts, it's stunning. With a cute Mario transposed into a perfectly rendered believable and credible immersive



3D environment where, due to anti-aliasing, nothing ever looks bitmapped, and due to phenomenal atmospheric effects, everything fades off realistically into the distance.

There's little point in comparing this to *Tomb Raider* technically, as the latter simply can't compare to such outrageous 64-bit technology, but here's a thing: *Tomb Raider* has an athletically proportioned girl leaping around firing matching twin handguns. So *Tomb Raider* wins.

The controls are a doddle, and best suited to playing with a keyboard. Added to the basic run/turn controls are sneak sideways (ideal for ledges), draw gun, jump,



In cavernous spaces like this one, beware: strange beings may lurk in the shadows.



Most monsters just keel over and die, but the bizarre mummy wolfhounds take the required number of shots before flying apart.



Now that has got to hurt. Even pits like this aren't always fatal though. It's possible to land safely in the corners and then climb out.

roll, inventory and use keys. Combining the controls gives a huge range of moves though, so while 'use' fires the guns, it'll also haul her out of the water, drag stone blocks across rooms and pull levers. Similarly, combined with different directions, jumping makes her swim, reach up for ledges, blasts her across chasms and backflips her out of danger so she can blast some wolves or bears or some other endangered species. The upshot of this, combined with what could be but aren't motion-captured movements, is that she runs, swims, fights, flips and leaps her way through the game like an actress rather than a character. See? We knew all those tedious no-brainer fighting games would have a use eventually.

Buxom jiggle

The game mechanics are pretty bog-standard, much the same as you'd have seen in arcade adventures as long ago as *Gauntlet*. What's pleasing is that most of the

Lords-a-leaping

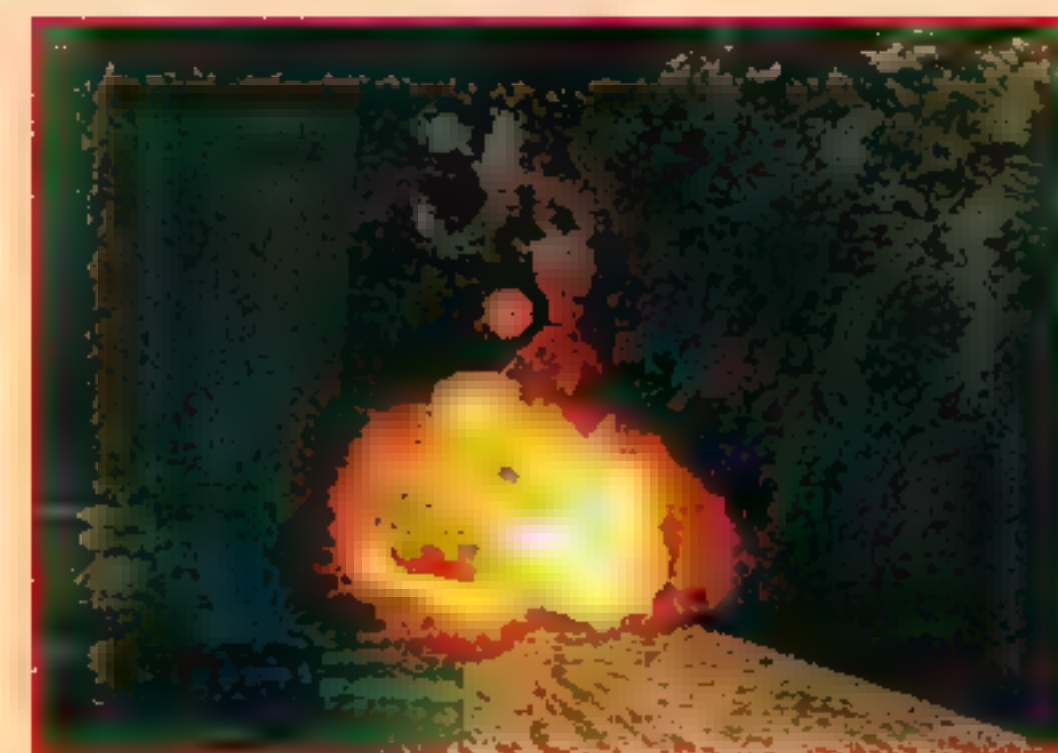
The joy of *Tomb Raider* is that you can look cool while doing all that tedious stuff such as staying alive and completing the adventure.



Your bog-standard run can mercifully be used at the same time as top hand gun action.



Which is just as well, as the red balls are explosive. And therefore very dangerous.



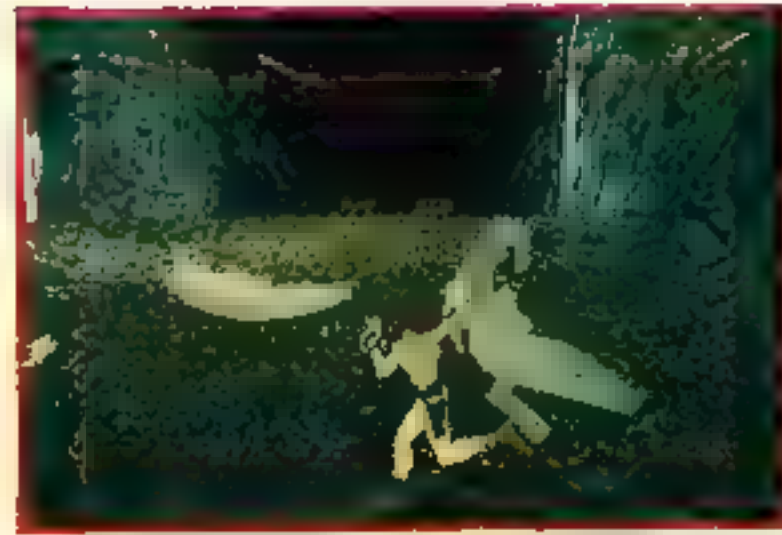
But hang on, what's this? This impressive backflip looks great, and also avoids the shot.



If you survive the stone ball and the raptors, you're about ten seconds into this level. Phew.



The game forces you to look around, to explore and seek your way through the vast mazes.



After the wolves and bats comes the reptiles. Then the dinosaurs, zombies and mummies.



Overstating the obvious, maybe, but much of the enjoyment comes from looking at it.



Stripped down and naked, Lara isn't as lovely to look at as you might suspect. And her feet are boxes. Although we managed to avoid brandishing words such as 'next gen' and 'state-of-the-art' around in the review, this must surely be what games will be like in the future. Expect lots of derivative Tomb Raider rip-offs in the future that look as good as it but play like absolute tick-ridden dogs. Tomb Raider is great because it's superbly designed, not because it looks pretty.

You're gorgeous



Few have got a pepped-up PC that'll run the smoother, high-res game at proper speed, but even the low-res looks great.



Gearing up for jumps in levels like this really gets your heart pounding. Look at the place – it's echoey and it just feels huge. And if you get it wrong, or try to jump across a wide bit, she falls and screams, and falls and falls. And then lands. Wetly. After which, it's pretty quiet.

mistakes that have returned to plague the genre are missing. Pistol ammo is infinite. If you bother to look, a broken floor section might look different, and rumble for a second before dumping you on to the spikes, giving you time to leap clear. You can move and jump with guns drawn. Hidden areas accessible by secret switches reveal supplementary bonuses rather than objects vital to completing the game. Game time isn't artificially extended by placing keys miles away from the doors they fit, and if you can fall into an area without the plummet killing you, there's always a way out, although sometimes it takes a bit of working out.

Which is great, because if any or all of the above hadn't been so, it would have wrecked the game, despite the levels being pieces of game design genius. Since the game's basically just a 3D platform game, it would have been terribly easy to construct it that way, using standardised building blocks to produce ledges at one level, bridges at

another, and so on. But *Tomb Raider* has so many differently-sized steps, so many bumpy floors and sloping rock faces and crooked ceilings that it looks like a real place, making you instinctively respond to it as such. So to negotiate and explore a cave, you walk around and 'feel' the rock face, stepping up some slabs, clambering over some and pulling up over others. And while the caves are twisting and claustrophobic, some of the later levels are so cathedral-like that to look down induces giddy vertigo.

But what's truly surprising is the number and variety of the levels; either Core has some insomniac level designer clicking and twitching his way through an equally impressive number of levels for the sequel, or it's banging its head on the table in disbelief, not quite believing it could have been so dumb as to give away so much in just one game.

All of this adoration leaves very little space to describe all the other brilliant stuff.

Like the sound going all muffled and weird when she swims underwater. Or the 'look' option, where we see her crane her neck up and down to enable you see what she can see. Or the way she automatically draws a bead on animals as she sees them, with both guns if they're ahead of her but with only one if they're off to the side. Or the way the pump shotgun obviously won't fit in her backpack, so she keeps it in a loop on the side and reaches over her head to get it, racking the slide every time. Or the intensely super-smooth graphics mode that's good only if you've got the right hardware.

Quite what Core thinks it's doing releasing such a lavishly huge, gorgeously designed and eye-bleedingly attractive game on to the market after years and years of staunchly mediocre software is a bit of a mystery, but you won't hear us complaining. (CW)



DEVELOPER

Core

PUBLISHER

Eidos Interactive

CONTACT

0121 606 1800

PRICE

£44.99

MINIMUM SYSTEM

P60, 8Mb RAM, 20Mb hard disk space, double speed CD drive, SVGA

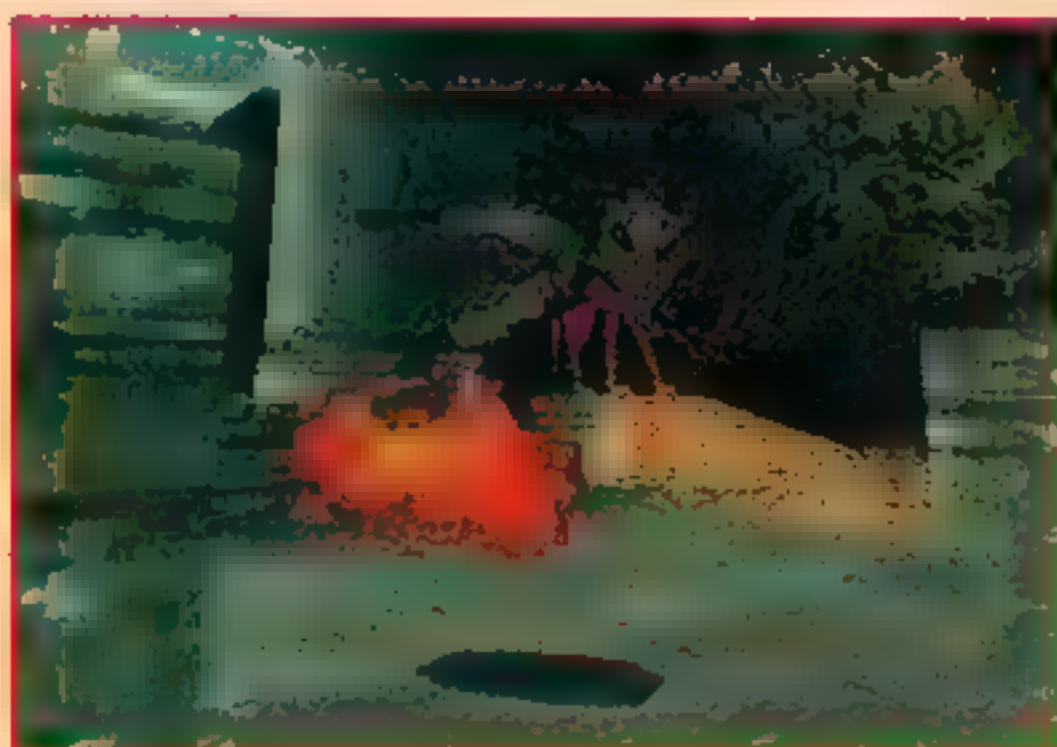
PC REVIEW VERDICT

The game that Quake very nearly was, with levels designed as much for aesthetics as gamers.

10



Blissfully, Lara tracks any target she can see, so the moment she moves, start firing.



And wow! A leggy sideways flip once again gets her away from peeled-centaur danger.



Alas, she checks out. Maybe next time she should find the shotgun. Or the Uzi.

Music with a Mouse

So you think your computer sounds good...
Yamaha DB50XG or SW60

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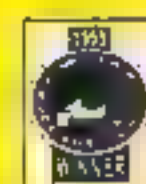
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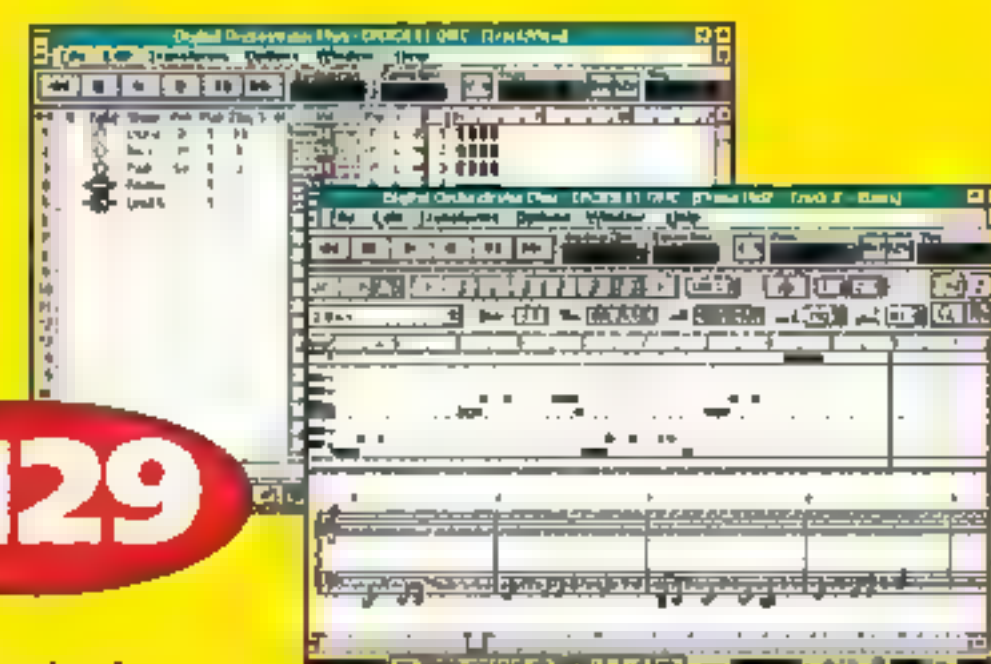
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Colonising alien worlds is simplicity itself. This might explain why city planning doesn't exactly embrace the Milton Keynes grid system. Hasn't anyone read Plato's Republic?



'Echoing in the distance is the mournful cry
'Pigs in spaaaaace...

STAR CONTROL 3

One of the great PC arcade games returns. And it's a pretty good adventure too.

For all the faults that the videogames industry has – generic products, bandwagon jumping and so on – it usually knows a good thing when it sees it. Reviewers rave about great games and they leap straight into the upper echelons of the charts. Quality will out, it would seem. Why, then, has the Legend-developed *Star Control* series never got the success it deserves? Put simply, it's one of the best games on the PC, or any other format for that matter.

Space opera adventuring

Now, this isn't just a dose of reviewer's hyperbole (another perennial fault of the games industry), *Star Control 3* is that good. Yes, on the surface, it may look like rent-a-space-conquest-game with standard helpings of exploration, colonisation and strange aliens. But, as *Star Control*'s true believers already know, all that space opera adventuring is a mere sideshow to the real deal – the Hyper Melée.

The Hyper Melée is an all-action arcade starship dogfight which takes place on a

single, wraparound screen. Think *Asteroids* meets the Atari VCS Combat cartridge meets the *Street Fighter* series and you're close. A 2D game, combat takes place in a relatively small area of space with the game camera zooming out or in depending on how far the duelling craft are from each other.

Controls are blissfully simple.

You select a fleet of starships from a choice of 25 beautifully varied designs, and then both fleets fight it out, one ship at a time, winner stays on. *Star Control 3* truly is the fusion of the beat-'em-up and the shoot-'em-up. Like a beat-'em-up, gameplay revolves around learning to use the different abilities of each ship, mastering the nuances of control and formulating tactics which'll help you win. Like a shoot-'em-up, *Star Control 3* is simple to master and action-packed. It really has the best of both worlds.

It's pretty obvious that developer Legend knows that the adventure part of the game takes second place to the duelling spaceships. Even the game's menu screen puts the Hyper Melée icon above the 'main' game's one. It's rather like the Story modes

in one player modes of beat-'em-ups – you defeat all the bosses, see the end sequence and get on with some serious fighting against a human opponent. Having said that, the adventure game in *Star Control 3* is pretty good and would rank alongside any 'normal' PC space opera, *Hyper Melée* or not.

Breezy simplicity

Of course, one of the reasons the adventure works so well is because it's based around the winning gameplay of the Hyper Melée – all space combat is fought out in the same way and other elements (colonisation, fleet building, exploration) have a similar, breezy simplicity. You could say it's more of a big, big back story for the dogfighting but, just because the arcade combat is so good, it's a story you'll want to finish if only to see a little more of your favourite ships and aliens.

This is one of the most fantastically enjoyable arcade games you'll ever play, a work of real genius. And, even if you think of the entertaining 'main' adventure as a free gift, there really is no reason not to buy this wonderful game. (CB)



THE NEXT GENERATION
Star Control and *Star Control 2* veterans will be glad to know that most of their favourite ships from the first two games are here. There's awesome Chimni Avatar, the Orz Nemesis, the cowardly Spahn, the sultry Syrens, the two Or Quan ships, the Utwigs, the YUX and more. There are also 12 new ships. All 25 craft are drawn in highly-detailed 3D SYGA, although the game, thankfully, still plays in the same 2D way.

DEVELOPER

Legend

PUBLISHER

Accolade

CONTACT

0171 391 4323

PRICE

£39.99

MINIMUM SYSTEM

486/66Hz, 8Mb RAM, 5Mb hard disk space, double speed CD drive

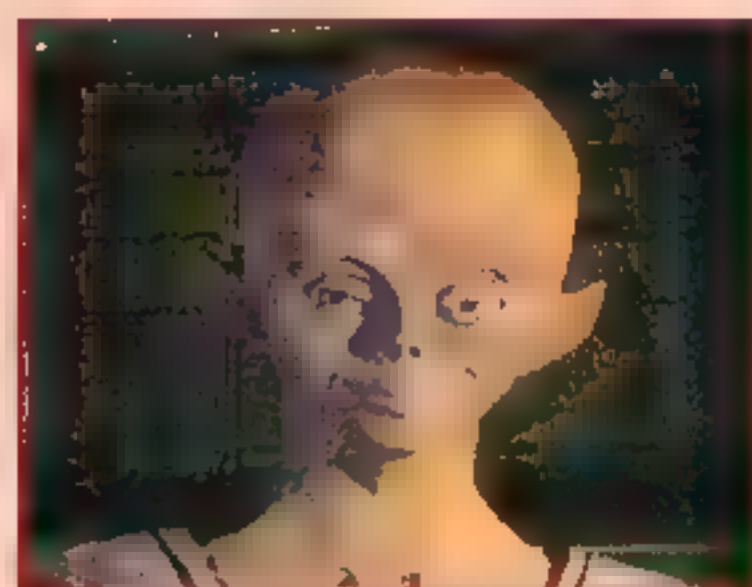
Four ugly aliens



Let's face it, killing this bloke would be a public service.



If you looked like him you'd wear a hood too. And a false beard.



Before his hair fell out, Squag was fancied all over the galaxy.



The Alien pizza man is a nasty fellow, olives or no.

One of the best arcade games anywhere just got better. Better graphics, more ships, even more fun.

9

PC REVIEW VERDICT

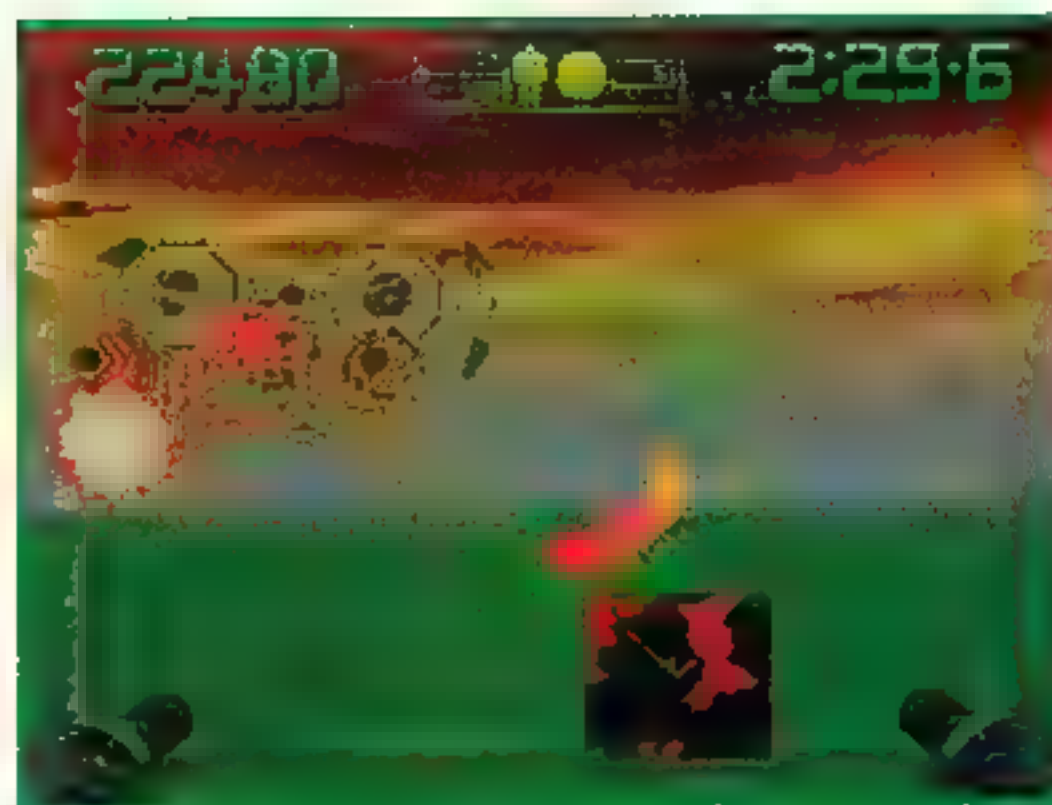
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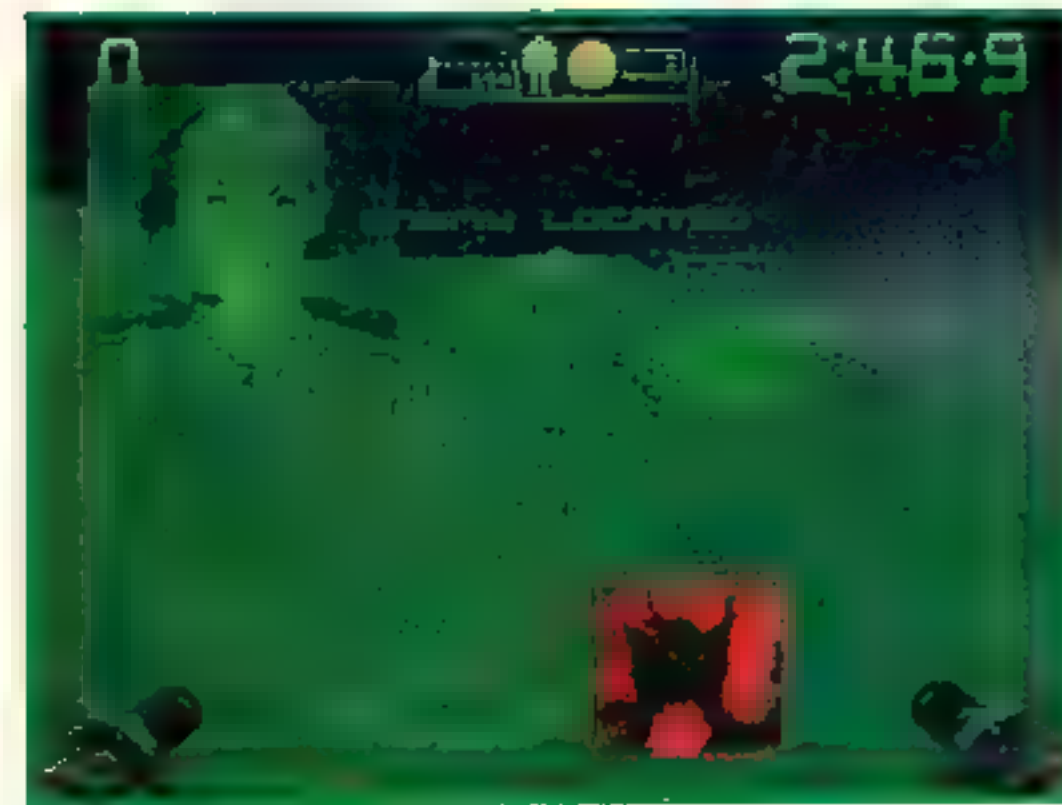
If Kataya, the mission advisor, looks familiar then you've obviously been watching too much *Eastenders*. She's played by Sarah Stockbridge, one-time model for Vivienne Westwood, occasional sidekick of the Comic Strip team, and more recently singer down at The Vic and object of Nigel's affections. Here, her tongue-in-cheek performance provides one of the game's few highlights.



Destroying enemy robots releases human prisoners for Ivan to collect.



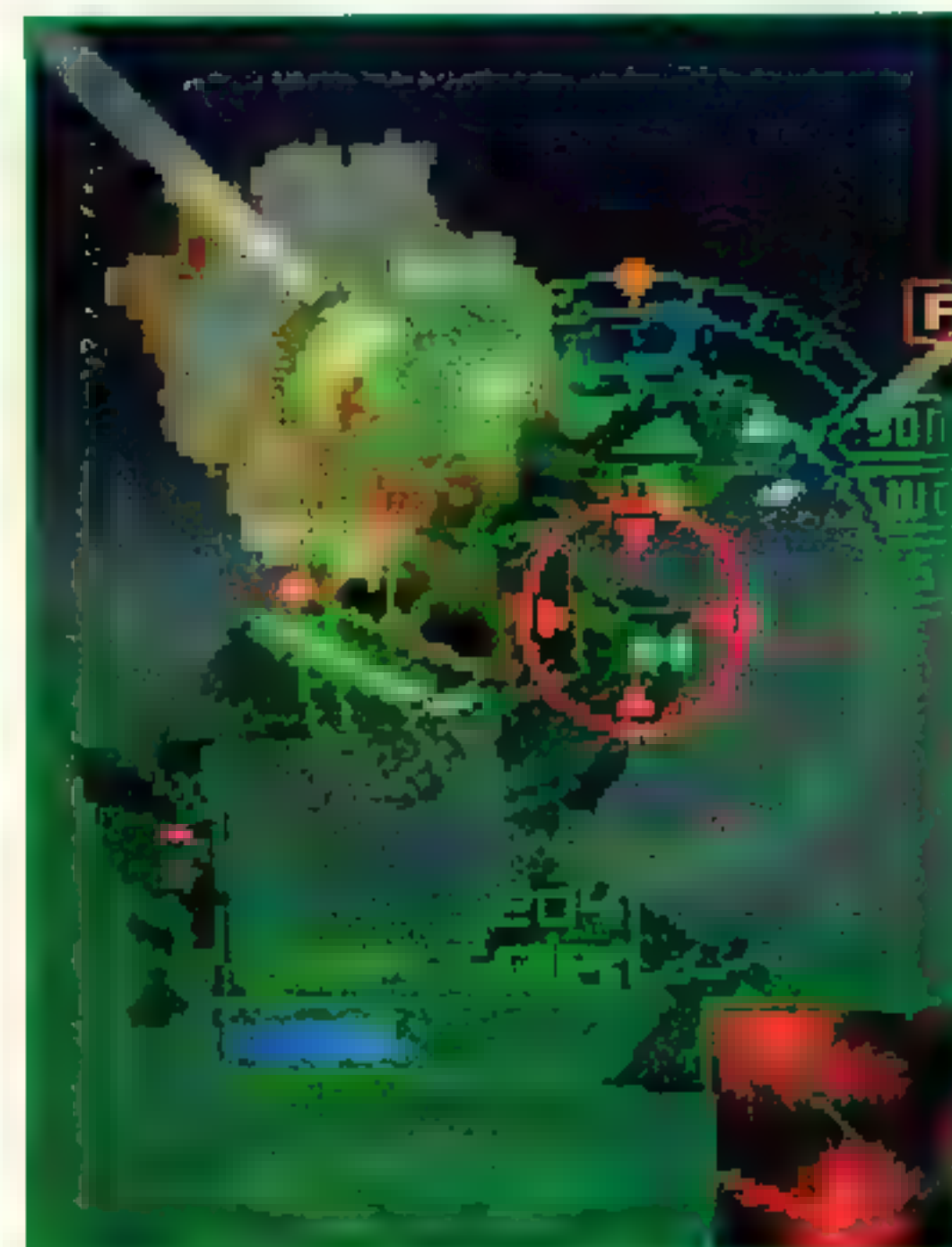
Even the explosions look like they'd rather be somewhere else in *Krazy Ivan*.



As our hero approaches a major enemy, a video transmission is overlaid on the display.



Some neat ideas for alien designs aren't enough to mask the utter lack of originality or dumb gameplay of *Krazy Ivan*.



Although composed of relatively few polygons, the handful of boss robots on each level are excellently animated. If only they had the attack and defence strategies to match the graphical cleverness.

DEVELOPER
Psygnosis
PUBLISHER
Psygnosis
CONTACT
0151 282 3000

PRICE
£39.99

MINIMUM SYSTEM
486/66, 8Mb RAM, 17Mb
hard disk space, double
speed CD drive, mouse,
all major soundcards,
Windows 95 supported

Lazy graphics,
minimal level
design, dumb
bad guys –
still, the music's
quite pleasant.



PC REVIEW VERDICT

KRAZY IVAN

This Playstation conversion shows us PC people just what we've been missing. And why we needn't have worried.

Not so long ago this 3D lark was a well-kept secret. Which in some ways was a good thing, when you consider how many games we've seen since which provide that extra dimension in the game world, rather than any kind of extra dimension to the gameplay. These days we're bombarded with poor 3D shooters. Whack a bit of 3D landscaping in there, have a few bad guys pop

up now and then – piece of cake. Except it's not, is it? Not even when a few tasty bits of FMV footage are dumped in, and some neat end-of-level bad guys added. Can you guess what kind of game *Krazy Ivan* is yet?

It's not hard to tell that this is a conversion of a Playstation title. Which means we get the bog-standard undulating ground effect, a few chirpy robots to blast at

with lasers and missiles, and the relatively neat end-of-level droids, with their rotating body parts and big guns. Oh joy.

Looking for an interactive environment?

Krazy Ivan can't help you there – not only does the landscape haze out remarkably close up, and not only is it designed with the merest handful of appalling textures – it also offers no scope for fight-

ing strategy whatsoever. Great. And don't go looking to the bad guys for a modicum of innovation or excitement. The enemy robots and vehicles hail from the remedial class in the artificial intelligence school. They look the business, but can't get it together to blow up with much enthusiasm.

Still, there's always the fairly entertaining mad-Soviet-hero-on-the-rampage-against-aliens storyline, which gives the game a

good excuse to drop in FMV sequences and real-time cameos during the game. These work as mission updates during levels, with a Russian-accented woman (well, our hero is called Ivan) commenting on performance and giving details about the next bad guy. The effect is kind of ruined by a crippling hard drive access beforehand, but it's a nice try. But then there's the gameplay to remind you how strategy-free, low-thrill and seen-it-all-before *Krazy Ivan* really is.

Oh, it's not that *Krazy Ivan* is terrible or anything. It's just that there's so little thought been put into the actual design of the thing – dumping some enemies in a 3D environment and hoping for the best just isn't the way the *Dooms* of this world are written. And you won't find Id software painting its all-too-immersive game worlds in dull, blocky pastels either. Which, when all's said and done, makes this more of a mild-mannered Mikhail than a *Krazy Ivan*. **(MR)**

Whack a bit of 3D landscaping in there, have a few bad guys pop up now and again – piece of cake.



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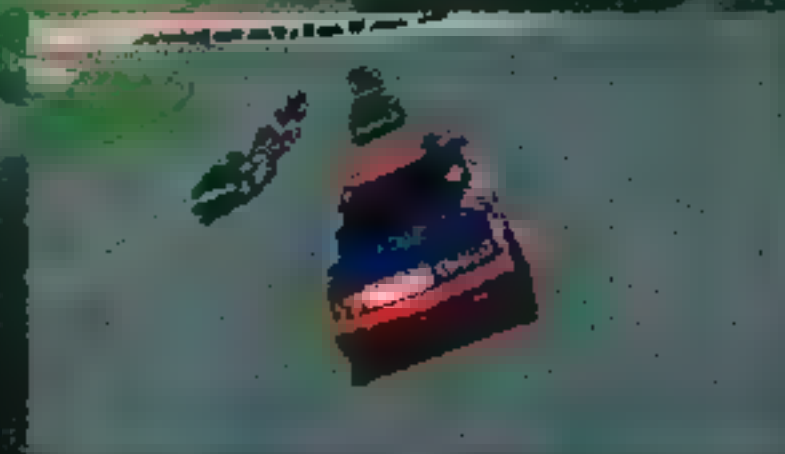
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RACING 2



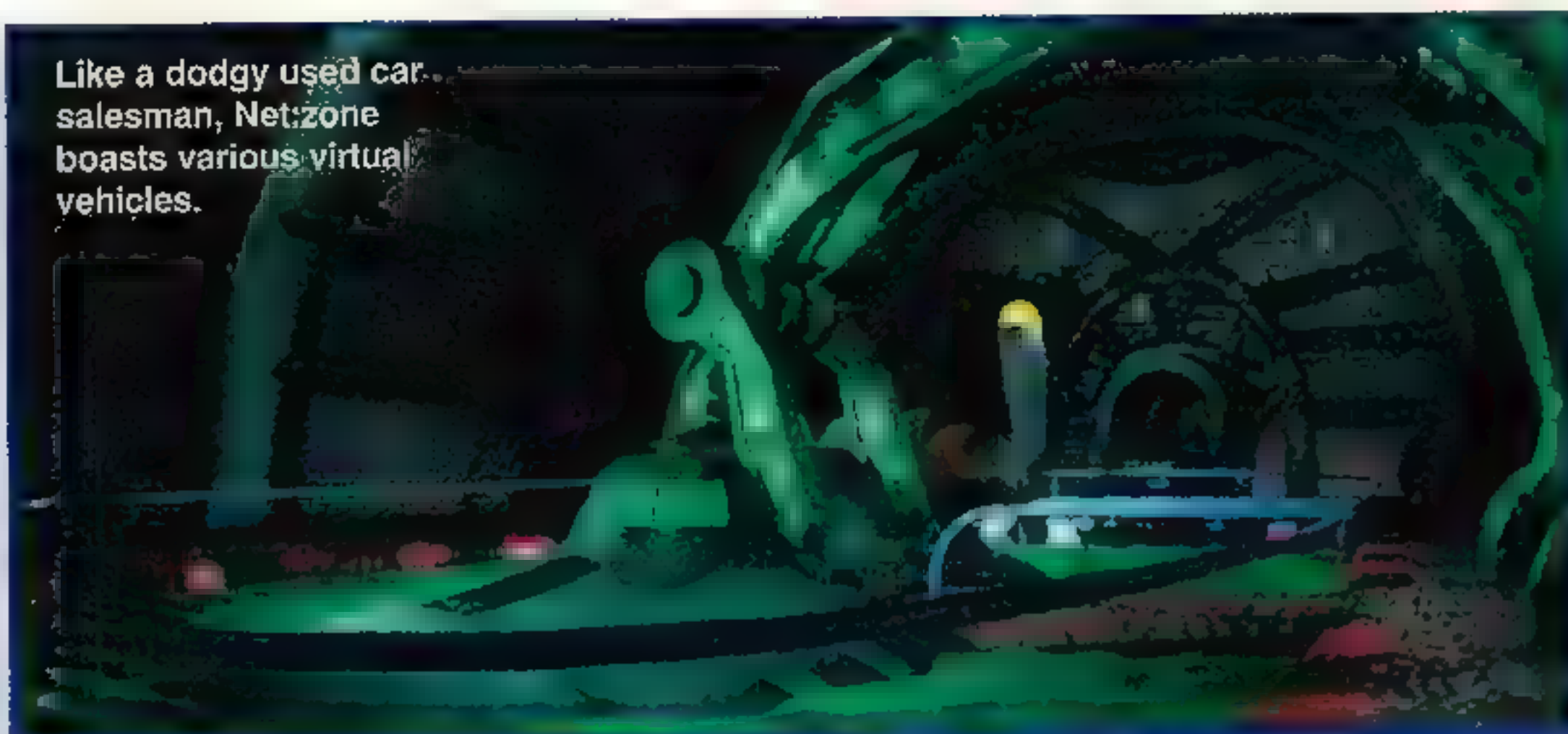
NET:ZONE

Myst style games often get a bad press: words such as 'rubbish', 'boring', 'point and snore' and even 'crap' have been bandied around. And yet programmers keep on churning them out. The latest of these flick screen-a-thons is *Net:zone*, a futuristic adventure.

Instead of walking, you flick through a number of rendered screens, each representing a different place; you move by clicking the mouse button. This all gets very irritating after a while and could have been done better, maybe by using the arrow keys.

Net:zone's graphics are stunning: pre-rendered and cleverly wrapped to provide a 360° view. Sadly, some scenes are rendered better than others, creating the feeling that a few locations have been rushed. Even the

Like a dodgy used car salesman, *Net:zone* boasts various virtual vehicles.

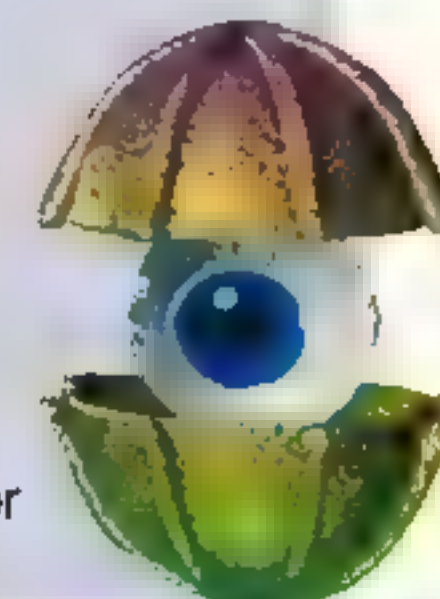


most lushly-rendered scenes aren't up to the standards set by *Myst*, now almost three years old.

The puzzles range from obscure to annoying, lacking any formal structure. They're made harder to solve because of their sheer randomness. You're not told what anything actually does – it's just a case of wandering around trying all of your objects

with every hotspot. These aren't even easy to find. The cursor is a kind of robot arm that moves slightly when you place it over a hotspot. It shakes even more when you hold it over an area without any significance, a completely unnecessary animation that only leads to frustration.

As you've probably already gathered, this game doesn't really come together. It follows, in fact, the honoured recipe for failure: take some premium quality graphics and sound, add to them an annoying cursor shaped for some reason like a desk lamp, stupid 'puzzles' and a complete lack of any distinguishable gameplay. Stir well and leave to fester in some old cellar somewhere for several years. (AC)



DEVELOPER

Compro

PUBLISHER

Gametek

CONTACT

01753 868655

PRICE

£39.99

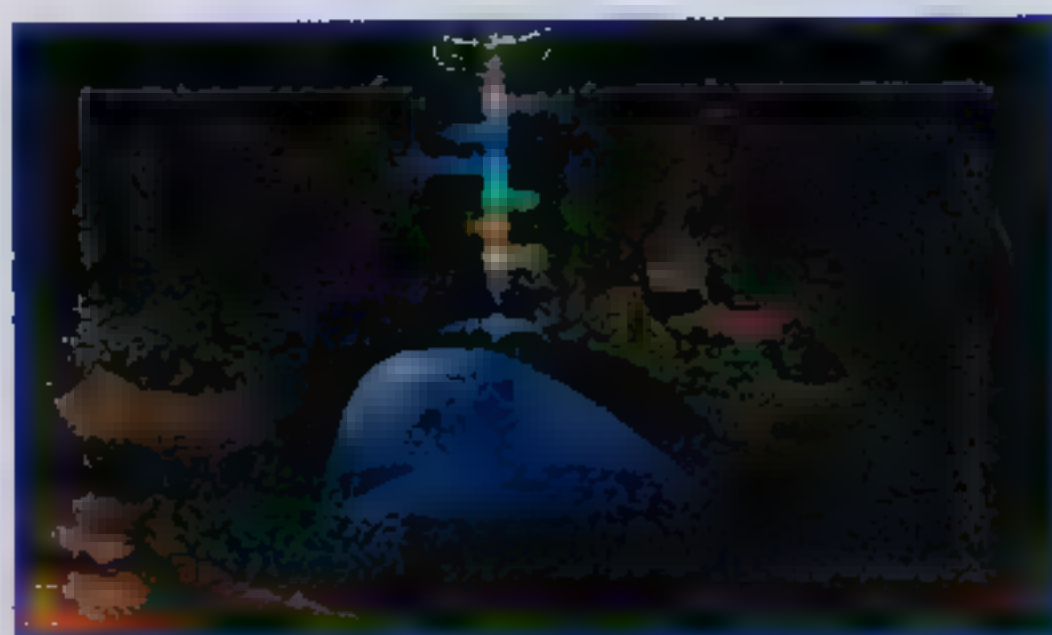
MINIMUM SYSTEM

DX2 66, 8Mb RAM, DOS SVGA, 17Mb hard disk space

Great graphics!
Stunning sound!
No gameplay!
Oops.

PC REVIEW VERDICT

3



You have full 360° vision in *Net:zone*. And you still won't see anything interesting.



The surreal scenes are sometimes gorgeously rendered, but quality is inconsistent.

SURFACE TENSION

Why did Compro choose Mars as *Surface Tension*'s first level? It's the most pleasant place in the entire universe: there's no war, no noise, no volatile atmosphere, no rain and no life. It makes you sick to live on Earth, doesn't it?

The basic flying controls of *Surface Tension* mirror those of *Descent*, but your ship is endowed with many more features than you'd spot on your first game. An autopilot and land probe is available and a robot arm can pick things up for you.

The landscape of the planets you can fly across is erratic and rolling and the graphics are usually very pleasing to the eye, in crisp

clear SVGA. Despite the inclusion of flight simulator style controls, it's decidedly arcadey and plays like *Terminal Velocity*.

Unfortunately, the gameplay resembles that of the archaic *Desert Strike*. Instead of the simple tasks of *TV*, here you have to rescue hostages and destroy bases, while being shot at by aggressive aliens. Spotting the aliens is hard enough, because of the obscenely fast movement of your ship, but they are blessed with more nasty firepower than you can shake a stick at.

The engine, while pretty, is restrictive. You're forced to stick to a square map at low altitude. And you can't take your ship above

a certain height above sea level, so when you fly towards a mountain peak and attempt to nip over the top, you simply end up crashing into the rockface. This factor quickly becomes annoying and just makes the whole thing unenjoyable. (AC)

DEVELOPER

Compro

PUBLISHER

Gametek

CONTACT

01753 868655

PRICE

£39.99

MINIMUM SYSTEM

DX2 66, 8Mb RAM, DOS SVGA, 14Mb hard disk space

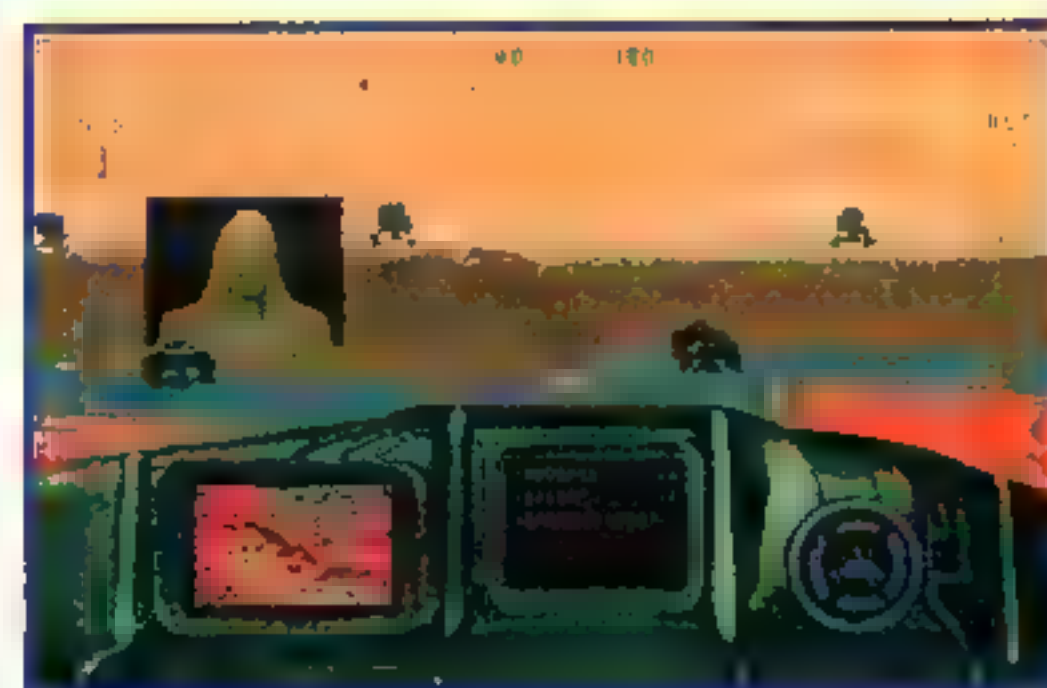
Slick visuals
spoiled by a
sloppy control
engine.

PC REVIEW VERDICT

6



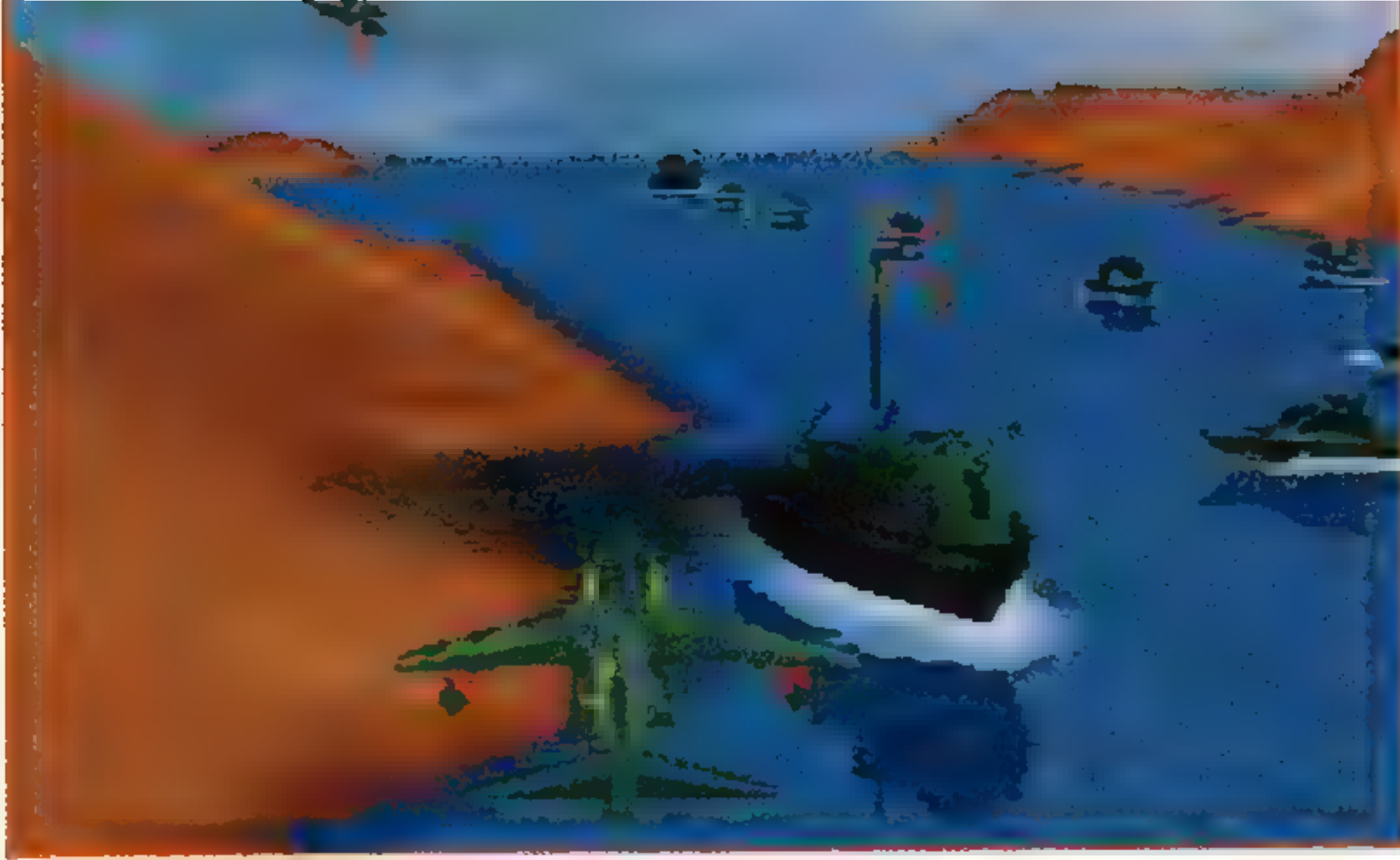
There's a lot more to your ship than first meets the eye.



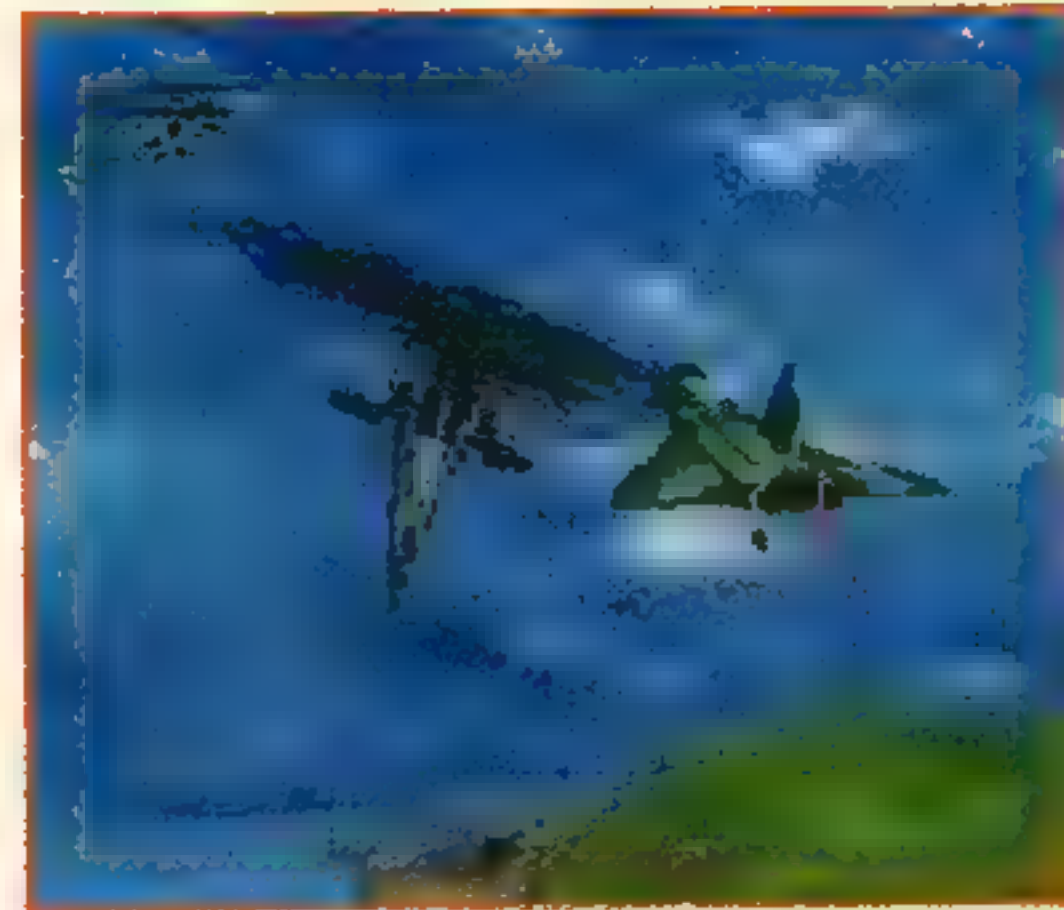
Weather girls beam in reports mid-battle in Gametek's *Surface Tension*.



Will chasing aliens across barren alien worlds ever lose its appeal? Er...



Get the angle exactly right and it's possible to fly right up behind a convoy and systematically pick off the targets one after the other. Cool.



The combination of high altitude and low-level objectives is neat.

STRIKEPOINT

THE HEX MISSIONS

The helicopter revival continues apace, with another game entering the action rather than simulation war zone.

Helicopters? Bloody great, aren't they? How could anything match the grace and style of a machine which can bank, pitch, hover, and pack enough heavy artillery to power the average Arnie movie? There's nothing quite like the way they fly along hugging the ground, slam on the brakes, then blast the hell out of a target. They seem to defy the laws of physics, which is why helicopters work so well in realism-free action games. Like the airborne sections of *SWIV* or *Strikepoint*, for instance.

It's not only the fascination with choppers that the games share. *Strikepoint* also has a thing for ground-skimming, you see.

And just like its sci-fi counterpart, there's a semi-automatic aiming system to take some of the pain out of shooting things in a wholly 3D environment. And, just like *SWIV*, it's the air-to-ground combat which works best. Fighting against the enemy helicopters here is sketchy at best when not using the guided rockets, and they don't confirm to the sort of flight patterns 'copters are expected to.

But while *SWIV* feels like an inertia-laden exercise in arcade simplicity, once in the air *Strikepoint* is a very different collection of rotor blades altogether. There's the ability to actually control the height of the thing, for a start. This adds no end of freedom to manoeuvre, and gives the designers the opportunity to include zeppelin-busting missions and other high altitude goodies.

This feeling of space brings its own set of problems, however. The use of multiple objectives within a level is used to keep the

player on track, but it's not really enough. It's all too easy to get embroiled in battles with ground artillery or other choppers, rather than getting on with the task in hand. And even with each level brimming with gunboats, tanks, jeep convoys and airborne enemies, the game doesn't satisfactorily create the sense of being smack bang in the middle of a warzone. Maybe it's because the enemies lack intelligent enough attack patterns, or perhaps it's because shooting and getting shot feel a little too arbitrary.

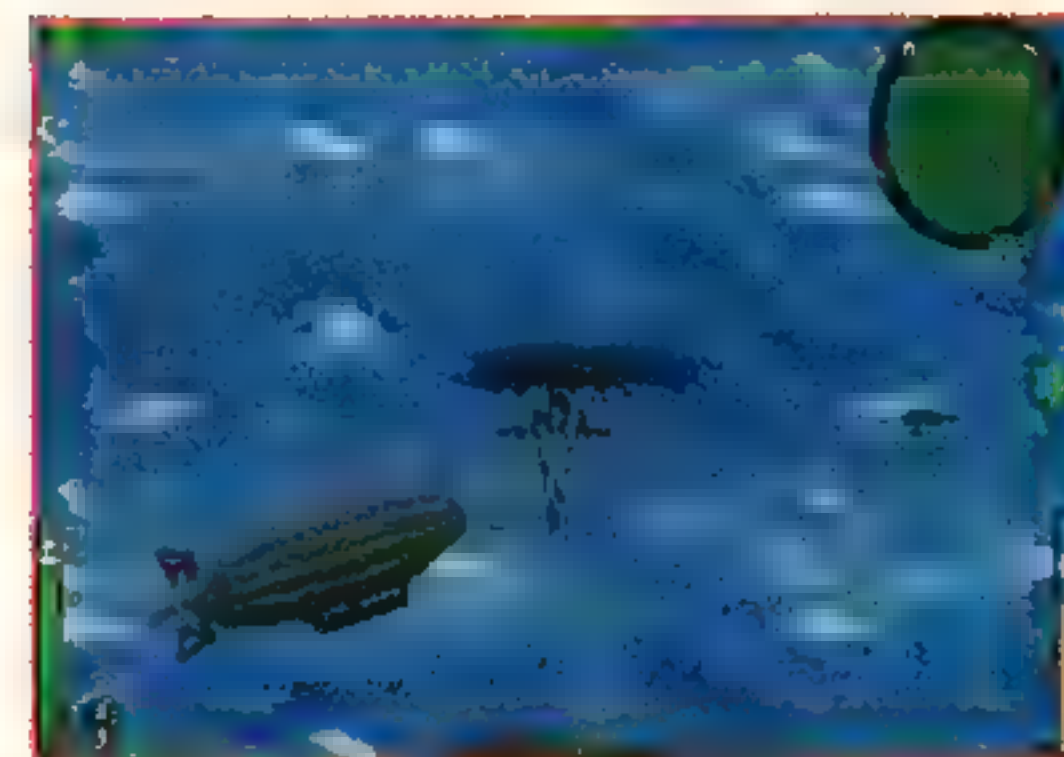
Whatever, *Strikepoint* lacks the necessary sense of precision. Oh, and the explosions are crap, too.

This said, there's still a fair amount of

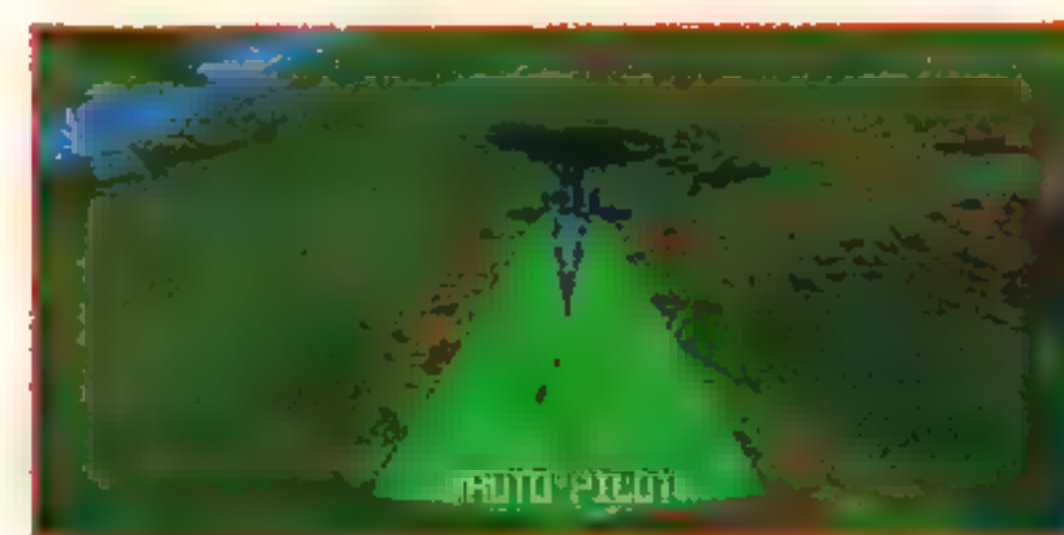
fun to be had flying over the game's great landscapes. Mastery of the complex (though unrealistic) controls brings its own rewards, and the diversity in missions – rescuing scientists, knocking out factories, sinking ship fleets – prevents this from becoming too single-minded. And there are a host of neat little touches to consider, such as the ability to select from any screen resolution up to 1,280 x 1,024, the way convoys snake along road networks, and the excellent geography of the land.

Strikepoint isn't quite the best-looking 3D flight game on the block, and though the combat and level designs don't quite bind together successfully there's a fair old learning curve built-in, and plenty of room for strategy. With a little more care this could've been something really special indeed. As it is, *Strikepoint* is well worth your time if not your undying devotion. **(MR)**

Each level brims with gunboats, tanks, jeep convoys and airborne enemies.



One of the more inventive mission objectives is to blow these babies out of the sky.



The secondary weapons include air-to-air missiles and nasty shockwave devices.

DEVELOPER
Elite/Movietime
PUBLISHER
Elite/Movietime
CONTACT
01922 55852
PRICE
£39.99
MINIMUM SYSTEM
Pentium 90, 8Mb RAM,
25Mb hard disk space,
double speed CD drive

PC REVIEW VERDICT

Slightly scrappy design, but persevere – there's some good stuff going on here.

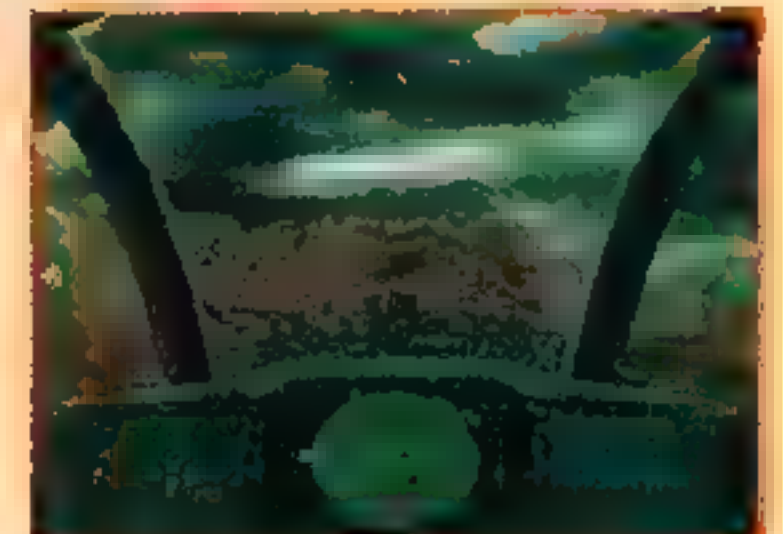
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Don't play that, play this!

Of course, *Strikepoint* isn't limited to the standard viewpoints and playing styles. You're in a chopper, after all!



There's the exhilarating two player cooperative or combative options are available, all without the need of a serial link or modem connection.



Then there's the cockpit view, putting an almost simulation-like spin on things. But for the absence of a believable flight model, that is.



Portsmouth is losing again. Who said this was a fantasy game?



Compelling presentation? Well, not exactly. More sort of functional.

Ultimate SOCCER MANAGER 2

The board says there's no money and your star player's handed in a transfer request. Wanna be a manager?

CD REVIEW

Playable.com

Football management sims are the Manchester United of PC games: you either adore or loathe them. To some, the concept of taking a local club to glory is irresistible, but why? Because we're dreamers, of course – we long for the day when our team is top of the premiership and has signed Shearer for £15m. This never happens – unless you're a Geordie – so most footie fans have to look for other means of fulfilling their dreams. It's almost certain that any decent management sim will sell in bucketloads.

USM2 instantly impresses with its smooth animation and glorious SVGA graphics. We all know how boring it is to watch your mate play a management game, so Sierra has given us a multiplayer mode for up to eight players (or EIGHT as the BBC teleprinter has it) and you don't need a modem. Furthermore, you can play in the English, French or German leagues so you won't need costly add-on discs later, as with *Championship Manager 2*.

Great detail

As you'd expect, everything is done to great detail. All data is correct to the beginning of the 1996 season, though Patrick Berger plays for both Liverpool and Borussia Dortmund! The European players have real names. In one game, we actually managed to persuade Patrick Kluivert to move from Ajax to Swindon. Stranger things have happened.

Something missing from the original was a loan option. This feature has been included in this version, and is extremely useful if you're strapped for cash. A changing room screen has been added, and there's a revamped tactics board and

TV where you can check out the opposition before the big matches.

You can still watch games, though now it's in glorious 3D with better sounds. Matches are where you're challenged. Your squad's down 3-0 and your new signing is having a nightmare, so what do you do? It's not easy; don't expect to win the league and conquer Europe immediately. Even if you choose to start with the maximum £10 million, it can be hard. Serious management sim gurus will certainly be tested if they start on the £50,000 option. You just can't afford anything.

Very addictive

USM2 gets very addictive, and quitting the game is difficult when your next tie is the FA Cup semi-final. It's very user-friendly; everything is controlled via the point and click system. You'll find it's fast and easy to make quick decisions. The main problem is its pace. You can skip to final scores during matches, but if you like watching, the maximum speed up is x8. A x16 option would

have been handy, enabling you to see how your team's performing but get through the matches quicker.

For the price of a pair of Ryan Giggs' Reebok boots, *USM2* tackles the footie management market, snatches the ball and scores a screaming 25-yard volley. It's slow at times, but by the end of the season *USM2* could finish top scorer. But look out, it may have to fend off a strong challenge from *Championship Manager 3*. (AW)



It's time to pick your winning strategy. Tough decisions are made on the Tactics Editor.

DEVELOPER

Sierra

PUBLISHER

Sierra

CONTACT

01734 303322

PRICE

£34.99

MINIMUM SYSTEM

486 DX33, 8Mb RAM, SVGA, double speed CD drive, DOS or Windows 95

Accurate, easy to play and fun, this game is well worth the money.

8

PC REVIEW VERDICT

All data is correct to the start of the 1996 season, though Patrick Berger plays for both Liverpool and Borussia Dortmund!



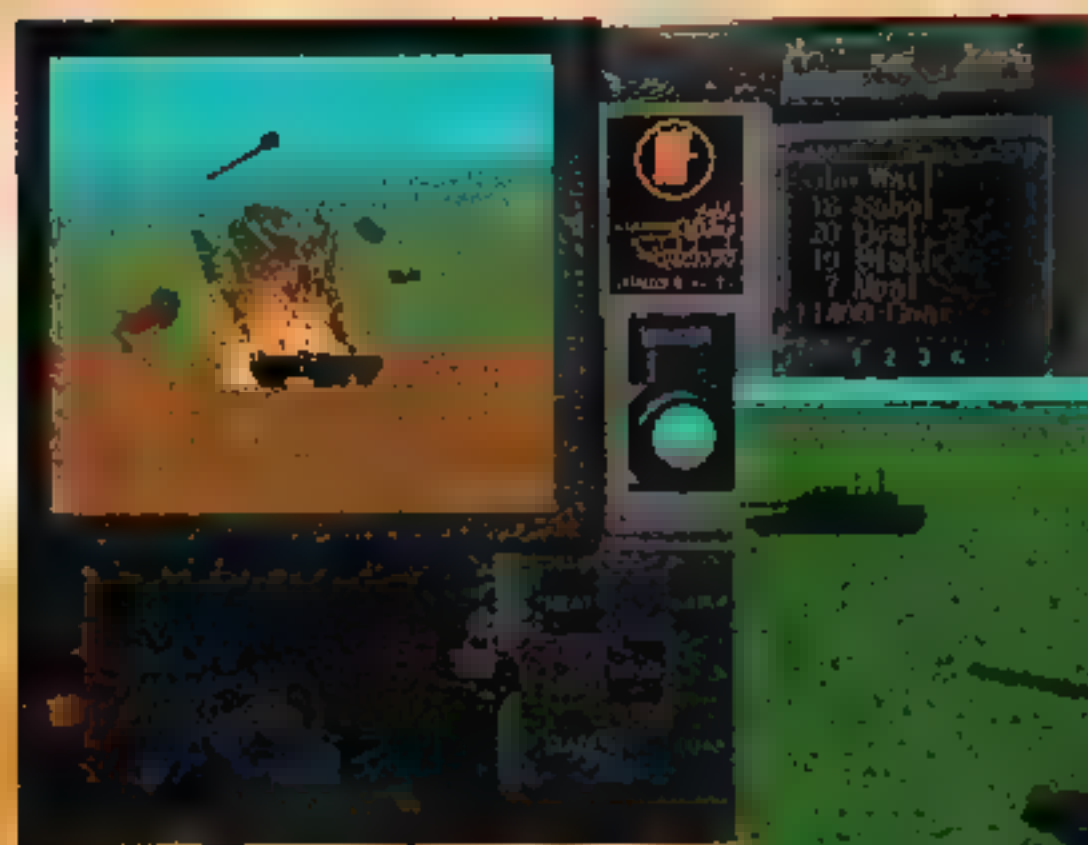
Your stadium in all its glory. In *USM2* not only do you worry about your team – ground management, merchandising, banking and catering are all under your control.

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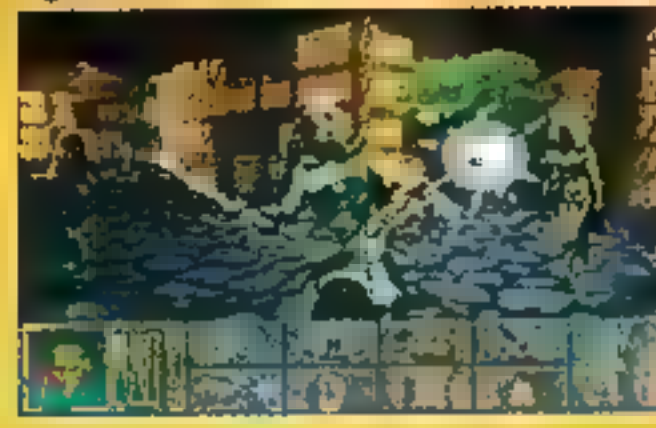
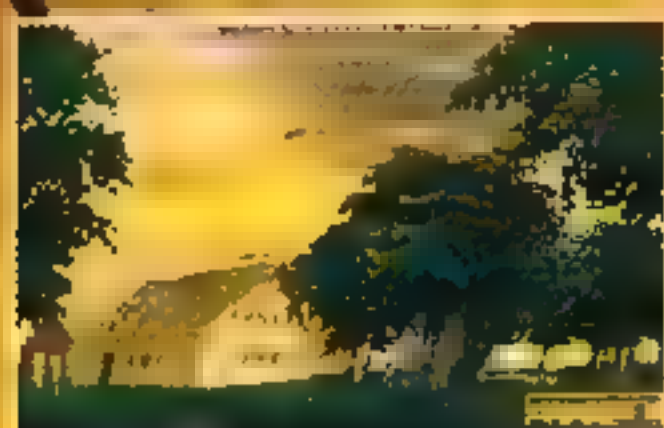


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So desperate were the PC Review team for *Red Alert* we mounted a chopper assault on Westwood's snowy fortresses.

WHO YOU KIDDING, MR HITLER?
Adolf's appearance in *Red Alert* is a treat. Yet it's not the first time ol' blue eyes has appeared digitally. Back on the Amiga, you took on the leather shorts in the classic adventure *Rocket Ranger*. *Wolfenstein*, on the PC, was a pre-Doom revolution and saw us righteously gunning down his foot-soldiers. And he's been the power behind countless hex-based wargames. Still, we'd rather someone had lamped him at *The Munich Putsch*. *Sonic* would have done us.

COMMAND AND CONQUER RED ALERT

Has Westwood rested on its laurels since the first C&C, and if so, has it squashed them?

Rarely – perhaps once a year – a game comes along that's so mind-blowing that you play it non-stop for days, eat nothing but tinned tuna and when you finally open the curtains to a dizzying new month, you discover PC games have changed for ever. *Command and Conquer: Red Alert* is not one of those games.

The trouble is, its predecessor was. The original C&C sold hundreds of thousands of copies on the strength of brilliant gameplay, top graphics, and perfect map design. It trounced *Dune 2*, the only similar game there'd been. But C&C: *Red Alert* will sell

stackloads partly because it's wonderful, but mainly because C&C was wonderful, and *Red Alert* isn't that much different.

Now, *Red Alert* is top stuff. Westwood have done more than paint half the tanks scarlet. But in the main, they've simply made a good game better – and two years later. The reason a C&C fan will buy *Red Alert* is for the bug fixes and for another dose of poison, not because it's a quantum leap in game technology. It isn't.

Rather like the gameplay, the plot takes us back in time. We're surrounded by an alternate 1940s. World War 2 never hap-

pened and the Soviets are invading the whole world.

Only you can stop them, unless you prefer cabbage to capitalism, in which case you can command the cossacked hordes.

The basic structure remains – harvest your resources (minerals this time), amass your army.

Many of the units are old friends, like the grenadiers and mammoth tanks, which rather

makes you wonder what they were doing half a century on in C&C. ("Another Spitfire strike, Mr Clinton?") There are some new units, and they're all great fun (especially the dogs). In particular, *Red Alert* has proper aircraft, as opposed to C&C's smart-bomb airstrikes, and naval units. The latter include APCs with water-rings, as well as submarines and the like. The dumb warships bombarding from afar also reappear. In the sky, spy craft and paratroopers liven things up. But you won't find any Battle of Britain scenarios.

Completely stupid

The biggest change is that the computer's troops are no longer completely stupid; the revamped AI is the best reason for buying *Red Alert*. No longer do its tactics boil down to send-in-two-flame-throwers-and-a-tank-if-I'm-winning. Instead, the computer launches weighty thrusts, withholds reserve forces and its aircraft look for weaker units rather than shooting whoever's standing at the top of the map. (Dodgy top-down threat analysis helped us complete C&C).

Your own units are smarter too. Send a tank column over yonder, and they'll cling to



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pinball

PLAYER

PINBALL



CONSTRUCTION KIT

That this could be the last pinball game you'll ever buy, begs the question: Has Spidersoft put itself out of business?

21st Century has been at it again. Turn your back for ten minutes and it's created yet another pinball game..

The pinball editor market has dried up of late. The '80s joys of making tacky pinball tables on your 8-bit home computer has all but disappeared. Now, however, they can be revived, albeit in a slightly more up-to-date and playable manner.

Pinball Construction Kit comes to you as a simple Windows point and click interface

which enables you to customise tables to your heart's content.

Your own table is easy to start up – simply load a template or complete game and you're in business.

Your best bet is to customise the graphics as soon

as you start, because the ones included basically follow a space or war theme and can be quite bland. To this end, *Paintshop Pro* is included to enable you to change the look of the bumpers, table tops or virtually anything else. That's not to say you'll need to alter the graphics though, because there are absolutely loads of different items for you to scatter at will across your tabletop.

Sounds, too, are included in their hundreds. Fed up of the boring 'chink' of normal pinball tables? No problem – replace them with sounds such as Butthead (from the not very funny MTV cartoon *Beavis and Butthead*) going 'huhuh', loads of guitar and bass riffs or any number of crazy sonic waves. Bonuses, scores and sounds can be defined for each item on your table, allowing you to create high-scoring, loud games with loads of features and flashing lights.

You can use the extensive custom options to create imaginatively-designed,

originally-themed tables – in fact, you're limited only by your own imagination. And, when you get bored of your own tables, you can try the eight sample games included on the CD. Bored of that, too? Surf your way down to 21st Century's Web site at <http://www.21stcent.com> and grab as many different levels as you want from people all across the globe.

Even though the overall game presents you with various options, it is in fact surprisingly restrictive when it comes to utilising the choices on offer. For example, when placing your features on to the table you're forced to stick to a certain area to avoid any ball stickage or flipper obstruction. This is all fair and well, but could we not have had an option to switch this mode off? Stupid and impossible tables are part of the fun of pinball creation. Despite this very minor flaw, *Pinball Construction Kit* is tons of fun and almost limitless. Top stuff. (AC)



BACK SLAPPING
Always ahead of the game, we included the complete working demo of *Pinball Construction Kit* on CD Review 59. Even better, that issue came with a separate booklet on designing your own table from scratch. If you missed out (how could you?) contact our back issues department.

Your table awaits you, sir – a few we knocked out earlier..



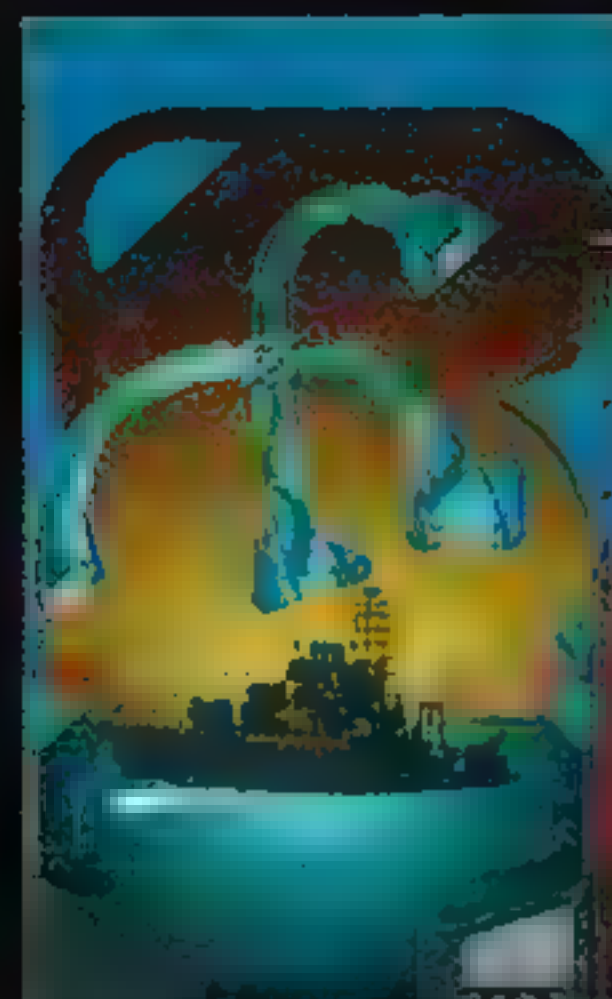
Dive bomb.



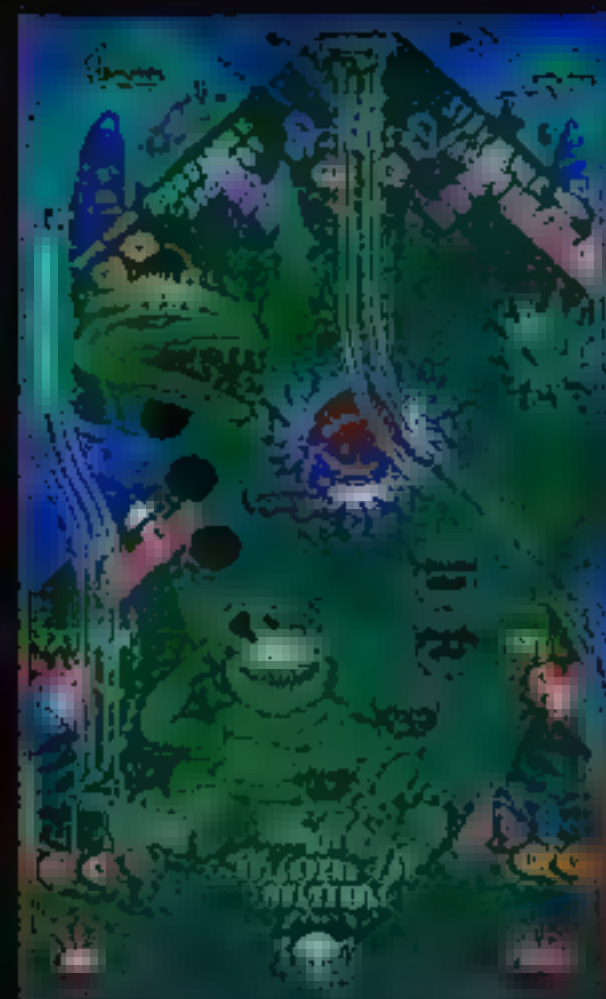
Teddy trauma.



Tanktop trumps.



On the ocean.



He was green and ugly.

DEVELOPER
Spidersoft
PUBLISHER
21st Century
CONTACT
01235 851852
PRICE
£44.99
MINIMUM SYSTEM
486 DX2/66, 8Mb RAM,
5Mb hard disk space,
double speed CD drive,
SVGA, Windows 3.1

PC REVIEW VERDICT

Buy this program and you'll never have to buy another pinball game again. Yes, it's true.

8

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ARCHIMEDEAN DYNASTY

**Bored of airplanes and asteroids?
Take refuge under the high seas.**

There's something reassuring about the claustrophobia of Aqua. Steering your submarine through this 3D sub-aquatic, post-apocalyptic bandit world, you feel totally immersed. Like the Body Shop's tangerine bubble bath, *Archimedean Dynasty* is luxurious, colourful and as multi-faceted as those soapy prisms. Except crucially, you never feel like it's all about to go down the plughole.

Deranged Scots commie

As Criterion is discovering with the upcoming *Sub Culture*, and *Scavenger* hinted at with *Amok*, there's more life left underwater than in space. As well as your enemies, you'll fight the currents that buffet your ship. You'll consider the extra dimension of sound – the crucial second sight of sonar, portrayed so well by the deranged Scots commie Connery in *The Hunt for Red October*. And there's the murky light. Although Aqua is allegedly cloaked in darkness, the protagonists fight like a shoal of 64,000 colour coral fishes. Still, fighting by headlights and relying on sonar and flash bombs to locate your enemies in the darkness might have been more special.

Unlike many 3D blasters, the world of *Archimedean Dynasty* is more than pretty

scenery. It certainly makes the conker fights of *Nihilist* or the just-shoot-them-up action of *Scorched Planet* seem a little lazy. Here, playing the embittered mercenary DeadEye Flint, you must be nimble with your tongue as well your trigger if you're to earn the cash to upgrade. The dialogue is entirely text-based which, while archaic, is somewhat more elegant than cod actors attempting bluster and rage. Indeed, the only human voice is DeadEye Flint's, narrating the

Unlike many 3D blasters, the world of Archimedean Dynasty is more than pretty scenery.

splendidly cinematic and confidently rendered sequences.

Oddly, whereas most heroes are young bucks with something to prove, DeadEye Flint is a veteran. He speaks with a surety that's unnerving when you don't know your torpedoes from your turrets. The learning curve is steeped by an 80-page manual, though to be fair that's mainly game

background. Your first ship is too crummy for you to worry about turrets and software upgrades. As you score cash (and find yourself embroiled in a battle to save Aqua from Australian invaders) you become a more formidable fighting machine.

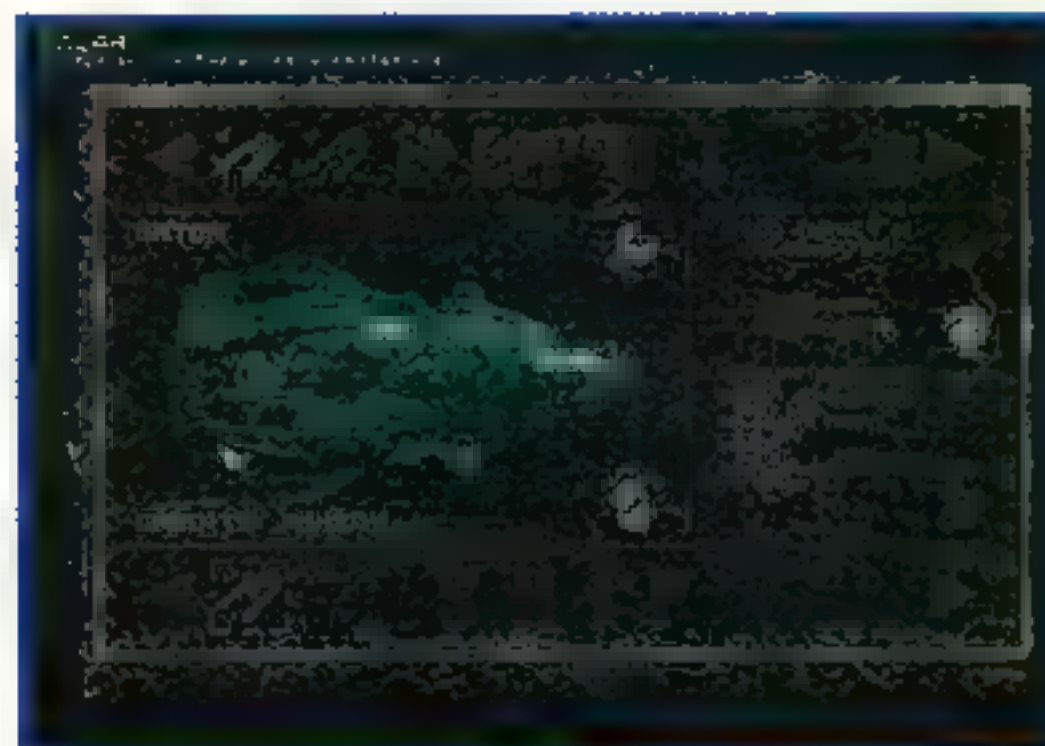
Bristling with data

The battles are reminiscent of *Elite*, with dog-like packs of ships hounding you from all angles. There's even a relative altitude scanner at the bottom of the screen. Sometimes you'll find yourself as part of a larger escort, sometimes you won't even know your mission until you arrive. The variety of information you're given in combat is overwhelming at first – your headup display bristles with data like a computer crashing in a sci-fi film. Once the feedback starts making sense, so does combat.

In the end, the big drawback with *Archimedean Dynasty* is that there isn't enough of it. You never build up a huge number of concurrent aims and missions. The cities of Aqua seem curiously quiet – you long to explore the ocean beds rather than taking the autopilot to the battles. You feel *in* the world, but not *of* it, like a lonely old lady at Christmas. But if you look around, it's a lovely place you're lost in. (OB)



Aqua's cities have been lovingly rendered. More characters would have been welcome.



Hardware stock varies between outposts. Waterwings and flippers are in short supply.

DEVELOPER

Massive

PUBLISHER

Blue Byte

CONTACT

01604 232200

PRICE

£39.99

MINIMUM SYSTEM

486DX/100, 8Mb RAM, 35Mb hard disk, SVGA, MS-DOS 5.0 or Windows 95

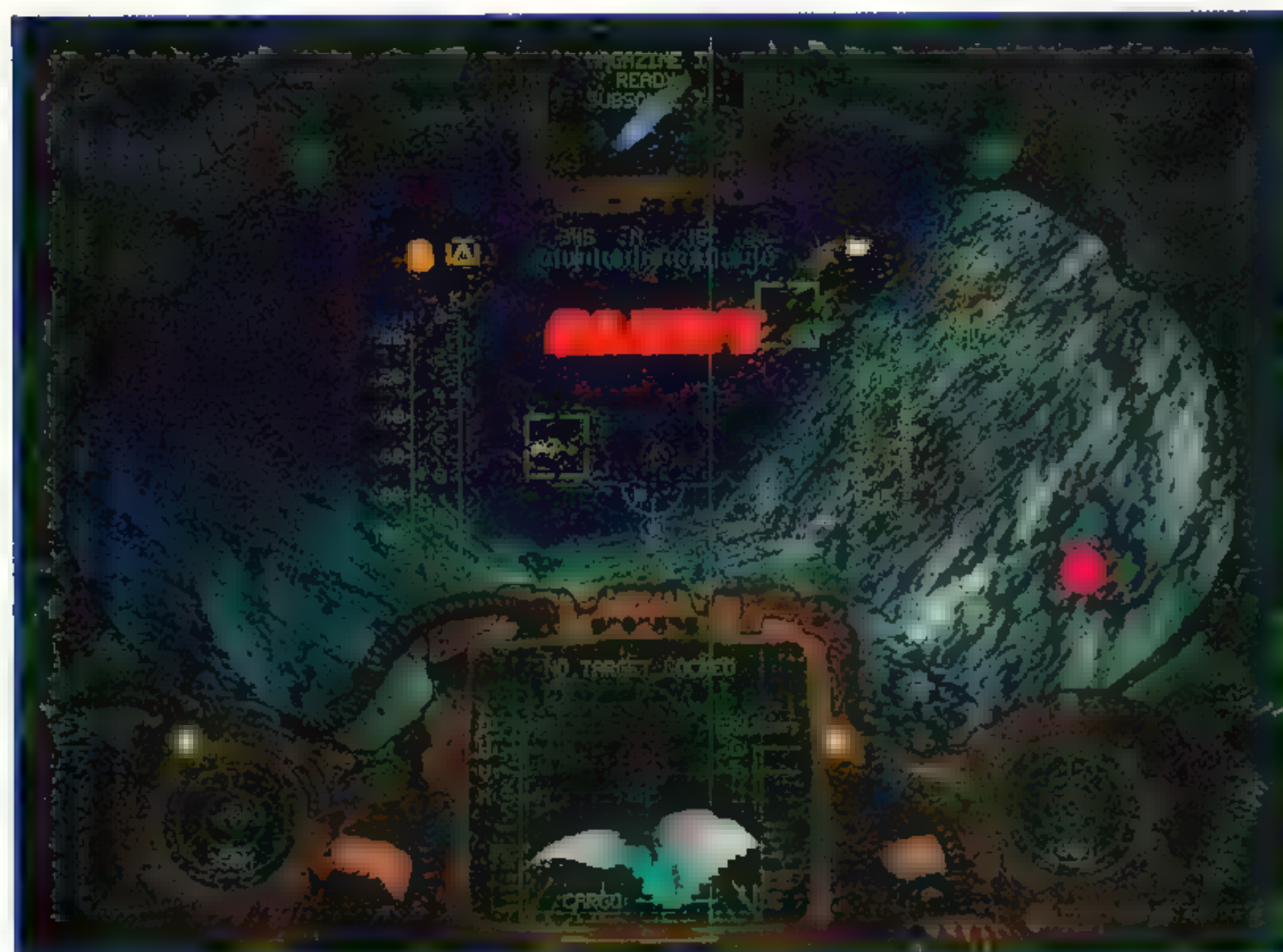
PC REVIEW VERDICT

The atmosphere of *Blade Runner* and the action of *Elite* underpin this top-drawer blaster.

8

TRADING PLACES

The *Elite*-like atmosphere that pervades much of *Archimedean Dynasty* makes a lack of a trading option all the more disappointing. The developer says it feels trading is only useful at the start of the game, but as you find yourself drawn into the world of Aqua, the combat centered nature of the gameplay becomes slightly frustrating. If you want a game you can really feel free in, you may want to investigate *Origins Privateer 2* instead.



"Warning: system breakdown imminent. Warning: system breakdown imminent. Warning: you're pretty rubbish at this aren't you?"

EUROTRASH

You've seen Eurotrash, everyone's favourite Friday night Jodrell-fest? Well, there's an inescapable similarity between said show's Romeo Cleaners and those twin troughs of Formula One, Team F1 and F1 Manager. Both pairs are from Germany, both are ugly, you can't understand either and you'd have to be seriously deranged to want to play with them. Oh dear.



You'll soon realise that every car needs a driver if you're to stand any chance on the circuits

DEVELOPER
Software 2000

PUBLISHER
Europress

CONTACT
01625 859333

PRICE
£39.99

MINIMUM SYSTEM
486/66, 8Mb RAM,
30Mb hard disk, SVGA,
MS-DOS 5.0, CD drive

Hopelessly
overburdened
F1 management
sim that gets
lost under
layers of point-
less detail.

PC REVIEW VERDICT

4

F1 MANAGER

The latest Formula One game makes it through the door. But is it speeding or limping?

Bizarre déjà vu time. Less than two months ago, a lame Formula One management simulation called *Team F1* stumbled in for review. It was a mess of unfathomable menus, dreary races and facile gameplay. Now, along comes *F1 Manager*, another German-developed Formula One management title which is just as confusing, maddening and disappointing.

F1 Manager follows the same format as *Team F1*, with seemingly first-person perspective screens showing offices, warehouses, garages, wind tunnels and other Formula One locations. And it's controlled in the same way. Move the mouse over objects – computers, phones and so on – to bring up an icon which leads you to another pictorial menu screen or a more involved 'doing stuff' screen. (NB 'Doing stuff' is a highly technical F1 term and not a brainless catch-all for inarticulate games reviewers).

Give *F1 Manager* its due, though: it looks far better than *Team F1*. If you

remember, *Team F1* was decked out with 'painted' screens that wouldn't have been out of place on the cover of *Mills & Boon* thigh-trembler. *F1 Manager* goes for photo-realistic '70s airbrush art approach instead, with crisply-drawn, detailed screens. It also has a fine set of race screens, with TV-style coverage of a race in 3D from multiple camera positions if you want to watch it 'live'.

But *F1 Manager* is all too similar to its undistinguished predecessor. For some reason, you have employed what must be the most incapable crew in the history of Formula One. Men and women who know nothing of their chosen professions and are unable to make a decision without your say-so. It's a surprise there isn't a 'Accompany employee to lavatory and ensure posterior hygiene' sub-menu, they're so dumb.

Now, while you want control of the team to ensure that your vision of racing is put into place, is it really necessary to have you load every item into the trucks and place

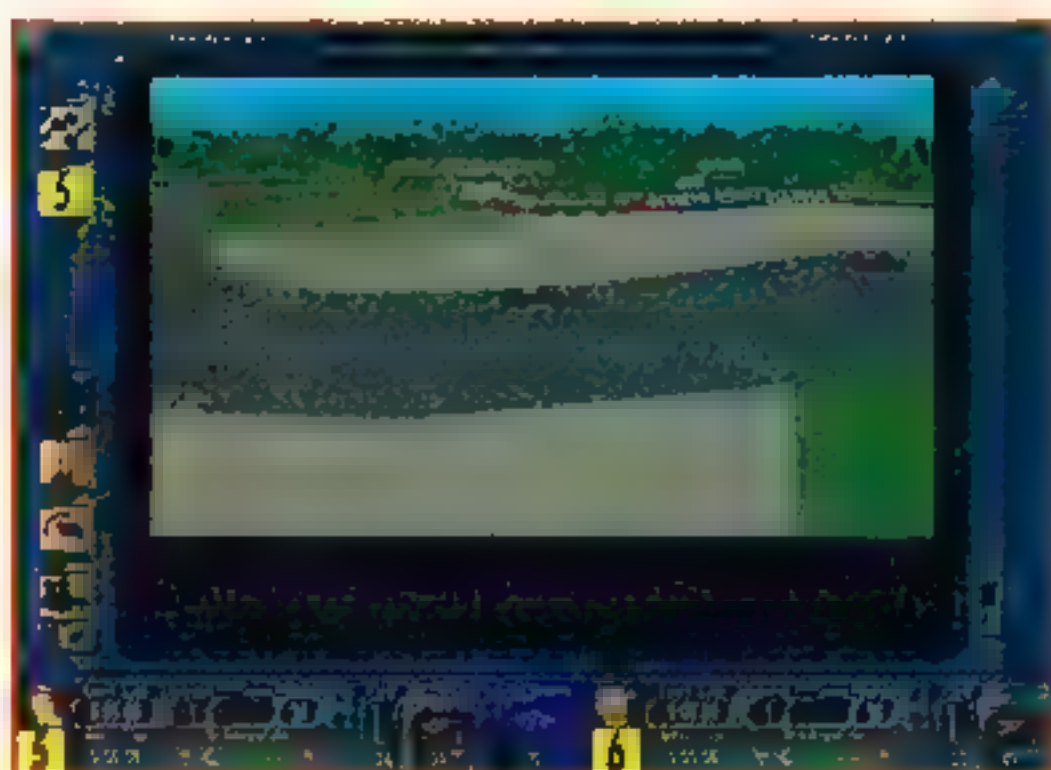
every sponsor patch on the outfit of your driver? But no, *F1 Manager* involves a huge amount of i-dotting and t-crossing which makes the average game a banal trudge through screen after screen of routine tasks.

True, the decisions made on each screen have an effect on the performance of your cars on-track, but surely the designers could have seen fit to include some default settings for many of the tasks. This would free you to concentrate on learning what make the real differences to performance.

For those who can bear to spoon-feed their teams through all the basic drivel, there is some involving and, occasionally exciting gameplay. But the very tedium of much of the 'decisions' you have to take simply to get the cars to the track will put many people off. Who knows? Maybe you have to be a stubborn, pedantic, retentive obsessive to succeed in Formula One management. You certainly have to be to get much from this tiresome game. (CB)



You can negotiate with Damon Hill over his salary but not over who gets extra mozzarella.



Some actions made in the pits affect the outcome of the races, but which ones?



The view from the blimp reveals a terrible brown sludge encroaching across the land.

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IN-GAME
COMMENTARY
BY FORMULA ONE
LEGEND
STIRLING MOSS OBE
BONUS
GRAND PRIX
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- Animated TV-style sequences
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- Complete race views including 'Helicopter' mode
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CD-ROM



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MICRO PROSE

THE RIDGE CHIPPING SODBURY SOUTH GLOS BS17 5BN



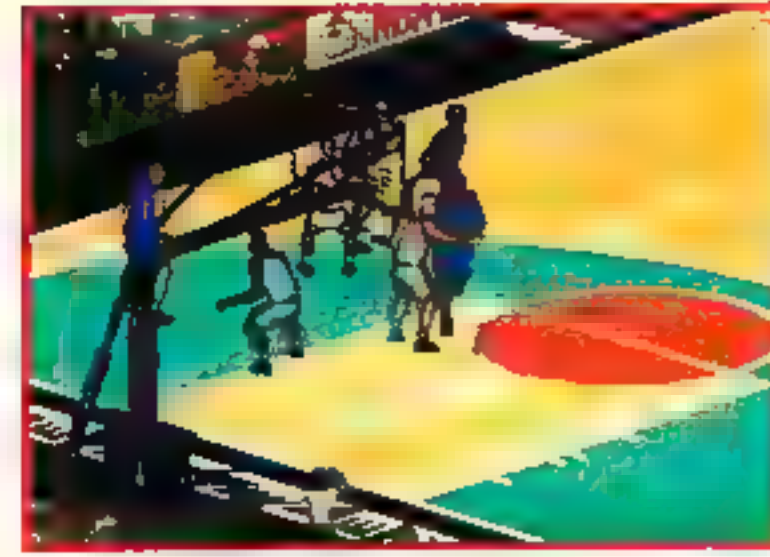
Shoot from outside the painted area for a three-point basket. At least they got that bit right.



Note the fine motion-captured animation. It fundamentally compromises the gameplay. Shucks.



The computer-controlled players make shooting a challenge. Of course, they can score every time.



Mark where you think the ball is and post your entry to: Your Game Stinks Compo, Microsoft.



The tip-off. The traditional start to a game of basketball. It's all downhill from here on.

SPECIFIC BLOKES CAN JUMP
Is the real reason for NBA Full Court Press' undoubted crapness anything to do with Mr. Microsoft himself? Lord Bill Of Gates? Look at the evidence. Glasses, short, poor taste in sweaters, doesn't get on well as he's too busy designing operating systems and conquering the world. Now what you'd call a joke is he? Perhaps there's some underlying anti-sport ethic at Microsoft that prevented them from creating a decent basketball game? The truth, as said in the Scandinavian editions of The X-Files, is hurt, enuf, hardy-no.

NBA FULL COURT PRESS

Bill Gates' boys pick up the ball, run with it and fall arse over elbow.

There are two ways you can design a basketball game. It is, after all, a frankly preposterous sport, with a score line that reads like a South American National debt and mutated, spookily tall players. The first way is to have fun, as seen in the Williams arcade coin-op *NBA Jam*. Give the player three guys a side and stacks of fancy slam dunks and gimmicks. Alternatively, why not attempt an out-and-out simulation? Try to make sense of the to-and-fro tennis-like gameplay and slot yourself into the serious stats of the real thing. EA Sports pulled it off with the reasonable *NBA Live 96*. Whichever route you take, it can be an 'official' licensed product as the NBA isn't too picky about who it gets into bed with. And now Microsoft is having a go. With isometric graphics and dazzling presentation, *NBA Full Court Press* is little more than a clone of Electronic Arts' *NBA Live*.

Things start off well – 3D animations lull you into the game expecting the sort of high-quality American TV-style sports package that EA, Accolade and Sierra have recently delivered. But while the polished SVGA menus and options have the patina of class, the game itself is a disappointment.

Let's begin with possibly the best feature of the game – the commentary. The bellicose

voice artist, whose speech is peppered with punchy slang, is blessed with intelligent AI and burbles away merrily throughout the game. (Sample quote – "He's after him like villagers after Karloff!"). After he's introduced the teams, it's on to the tip-off and into the game proper where problems scream out.

The animation is clearly motion-captured, and in isolation it's pleasant enough. Players fake, dodge and bounce the ball nicely – impressive to look at, but not so impressive when put into practice. Animation shouldn't dictate how a game is played. True, the delay between thought, action and execution, between you pressing the button and your player doing something, is slight – but it's noticeable and enough to make *NBA Full Court Press* a frustrating experience.

Another major factor in the game's failure is the AI of the players. They cluster

around the ball or ball carrier like schoolkids around a football in the park. It's often impossible to pick out the ball and subsequently difficult to make a decision about what to do. This confusion isn't helped by the fact that the player graphics merge into one. Not only are the players the same, but each has a thick black outline, turning most tussles for the ball into murky melées of arms and legs.

These two, fundamental flaws, together with a control system encumbered with too many moves and tricks, wreck whatever chances the game had. EA's earlier offering wasn't a perfect basketball game to begin with, so why Microsoft should choose it as inspiration for this is anyone's guess. A bodged *NBA Live* with inferior

graphics and zero playability is highly undesirable – Microsoft will have to improve on this standard if it seriously wants a stake in the games market. (CB)



Individual team and player strategies are available in *NBA Full Court Press*. Very nice, very comprehensive. Does beg the sow's ear and silk purse question, however.

DEVELOPER
Microsoft
PUBLISHER
Microsoft
CONTACT
0345 002000
PRICE
£34.99
MINIMUM SYSTEM
486/DX2, 66MHz, 8Mb,
10Mb hard disk space,
SVGA, double speed
CD drive, Windows 95

PC REVIEW VERDICT
A shabby game way out of its league. Makes you wonder why Microsoft bothered.

3

Another major factor in the game's failure is the AI of the players. They cluster around the ball or ball carrier like schoolkids around a football in the park.

Weird Science

Weird Science Ltd. 1 Rowlandson Close, Leicester, Leicestershire. LE4 2SE
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DEM ROM

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LIGHT ROM 4

LIGHT-ROM 4, a 2 CD-ROM set for the Amiga, Mac, Windows & NT features all new Lightwave objects and scene files. In addition there is a bonus CD-ROM of 3,000 Jpeg Textures, see below. LIGHT-ROM 4 also includes a collection scene files by Alan Chan. This set contains wholly new material and is an absolutely superb resource for Lightwave.

The 3,000 Jpeg Textures CD contains over 3,000 textures in the Jpeg format. There are thumbnail renderings of every texture for easy previewing. The textures cover all categories including Brick, Bump Maps, Carpet, Cloth, Fabric, Formica, Granite, Greenery, Images, Marble, Organic, Rock, Skin, Stone, Stucco, Tiles and Wood. Realistic high quality textures for a variety of uses are provided in the universal Jpeg format.

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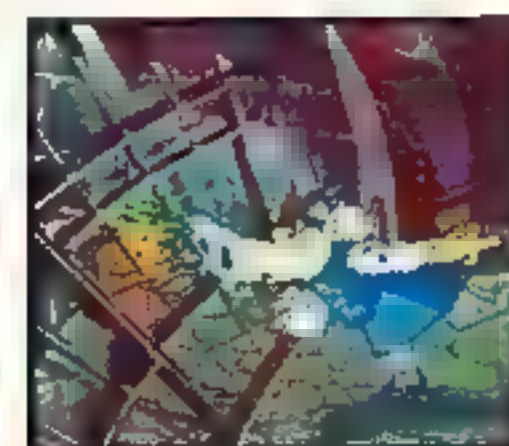
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Buy Toonstruck, or the comedy inflatable mouse gets it from this prick.



Only in a cartoon will you be be-snotted by a giant rhinoceros. We hope.

CD REVIEW

Playable Demo

TOONSTRUCK



If you're caught without a sadistic comedy prop, these guys will gladly give you a demonstration. They just need a volunteer.



Despite your best efforts, things turn soon turn nasty in Cutoopia.



"It's edutainment! Your kids will learn how to squash mice, whip sheep and flush fish down the toilet!"

Toonstruck's arrived. Is it the funniest thing since sliced milk?

If a genie offered you the chance to live in a cartoon world, you'd think twice. Sure, there'd be guaranteed laughs. You could decapitate gloomy dogs with exploding cigars and try out the latest ACME gadgets before *T3*. But you'd be menaced by rodents packing gigantic mallets and suffer the disconcerting sensation of your eyes popping out of your head whenever a buxom woman walked by.

To help you prepare for such a quandary, spend a few days in *Toonstruck*. You play Drew Blanc, in turn played by Christopher Lloyd, a cartoonist who wakes to find himself trapped in a cartoon of his own creation. To earn your freedom, you must help Cutoopia's King Hugh see off the evil Count Nefarious and his malevolator, a gizmo that, like a public utility flotation, brings out the worst in everyone.

You'd be forgiven for condemning *Toonstruck* to the kiddie ghetto. But once you're through the intro, it's fine Saturday morning lunacy all the way to the asylum. While the action isn't as warped as *Rem and Stimpy*, nor as dark as LucasArts' *Sam and Max*, *Toonstruck* claims a lighter slapstick humour all of its own and a script boasting great one-liners. When Cutoopia turns nasty

(with masochistic cows and bunnies who've turned to the Dark Side) it's all for laughs.

You're ably assisted by a little guy who bounces around the screen and stops things from getting dull. While it's now impossible to imagine a comic adventure without a stature-challenged helper, your purple pal Flux Wildly has a unique charm. Playing Ernie to Lloyd's Eric, he's a sure source of gags.

Flux is a vital ingredient in solving many of the game's puzzles. Ranging from object acquisition to elaborate set pieces, the puzzles even include mini-arcade games. Occasionally you're frustrated (we got stuck for hours trying to catch the Elephant Express to Zanydu), but any ire is directed towards yourself and the creators' devilish minds, not the game itself. Everything from dialogue to movement and object manipulation is achieved with a single mouse click. No menus, no icon banks. You wonder why no game was so elegant before.

Toonstruck boasts great animation and characters and a funny script: it's probably one of the five funniest PC games of all time. If the jokes are sometimes over-laboured for the benefit of the clueless, you can't begrudge them their chuckles. Our vote? Ask the genie for cartoon land, pronto. (OB)



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PC REVIEW VERDICT

Quality animation, perfect pacing and truly funny gags crown this outstanding adventure.

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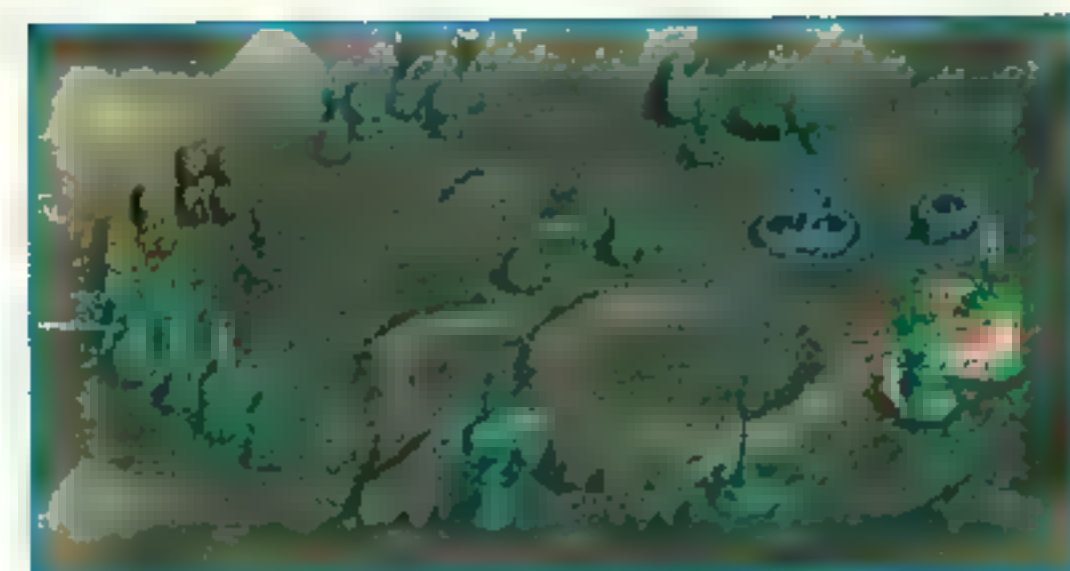
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More than the best asteroid game since Asteroids: addictive strategy at its best.

8

PC REVIEW VERDICT

ASTEROID ATTACK

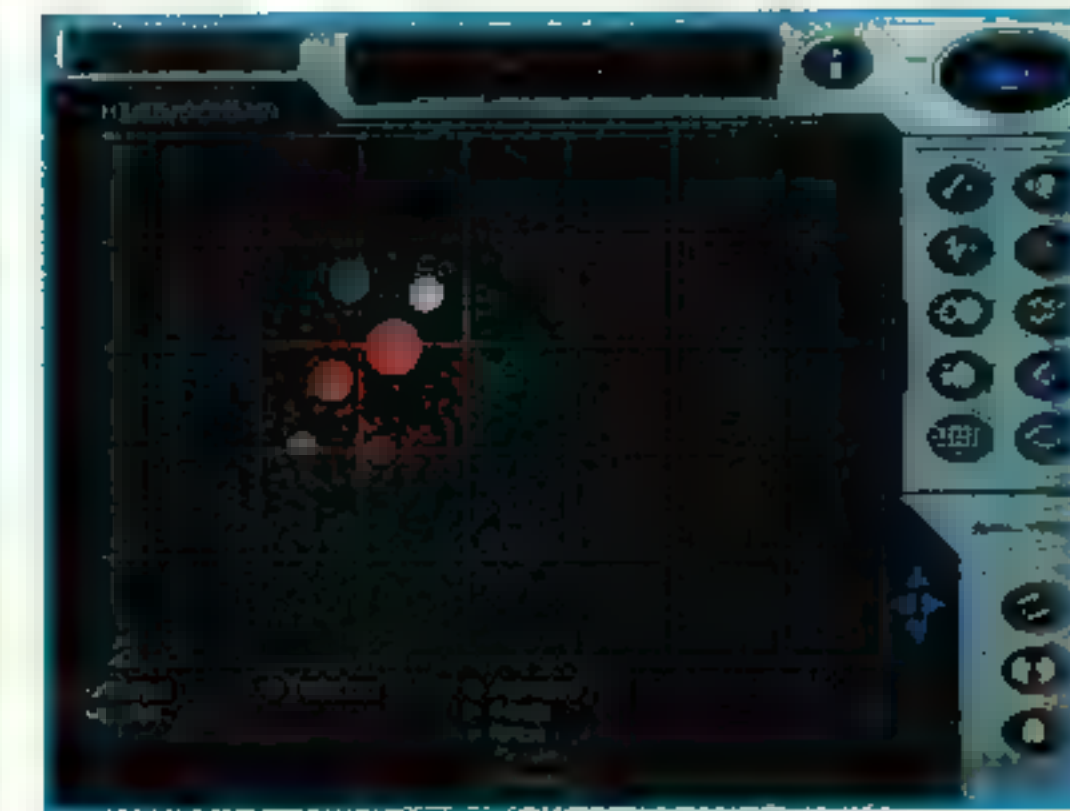
About 6,000 asteroids have so far been identified in our solar system, with around 100 more discovered each year. While there are probably thousands more, they are too small to be seen from the Earth. There are 26 asteroids known to larger than 200 km in diameter, and perhaps as many as a million 1 km sized asteroids. The total mass of the asteroids in the solar system is still less than that of the Moon.



Your missiles are as phallic as something from a Cronenberg movie.



After learning the hard way, Ambassador Jane Fong never leaves her lycra wetsuit at home.



One superb detail is that the asteroids actually drift. You can fit them with motors.

Remember when you were little, how you longed to run your own pan-galactic asteroid exploitation organisation? Now you can realise those foolish dreams with the compulsive *Fragile Allegiance*, a sizzling strategy and resource management game set in space. As a bigwig for the ruthless mining conglomerate TetraCorp, you colonise barren asteroids while seeing off rival alien prospectors.

You begin with a single barren asteroid, seeded with 50 grizzled colonists and a selection of board games. With a NASA-sized budget and the shopping list to blow it on, your first executive decision concerns what buildings to erect. Some are fairly non-optional, like an oxygen plant. Others depend on your ultimate intentions.

You're not just constructing missile silos to reduce extra-terrestrial unemployment, are you? It's important not to be too aggressive early on, as you'll need a generate a steady revenue stream to fund future battles. When your mining colony is running smoothly, you can appoint a supervisor to look after things while you concentrate on new territories.

Maybe, like Scargill, you just want to be left in peace with your mines. *Fragile*

Allegiance caters for this perversity with the full breadth of diplomatic options. You can broker non-aggressive pacts, proposing forfeit fines and spreading scurrilous rumours to tip negotiations your way. Sadly, despite your best efforts, you'll eventually be forced to put the boot into some alien's tentacled face. With up to six alien races crowded into one wobbly asteroid belt, a hasty action can quickly escalate into all out

Combat is quick and simple.
You have two big sticks
with which to teach Johnny
Alien a lesson.

warfare. Thus *Fragile Allegiance* is a delicate struggle between xenophobes, all paranoid and armed to the teeth.

The best thing the designers did was draw a big circle around the enjoyable elements and throw the rest away. Thus there's no necessity to wire up your asteroid colonies, or to barter every time you want to sell your minerals to a wandering trader. You just keep rolling out over the asteroid belt, keeping the colonists in line and upsetting

the delicate diplomatic balance with your massive star fleets.

Combat is quick and simple. You have two big sticks with which to teach Johnny Alien a lesson. First choice is your missiles. There's a mass of different missiles on offer (almost too many to justify) and you just point at a target rock and then click to send down your rain of death. Otherwise, you can send in the spaceships. You assemble your rag tag forces into giant fleets, where nimble fighters mingle with awesome battle cruisers. Again, combat isn't coordinated on a ship-to-ship level – as a space conquistador you simply order your mighty fleets about the asteroid belt and let them sort it out.

Although it's initially very daunting, *Fragile Allegiance* quickly coalesces into a tight, enjoyable strategy game. OK, so there's nothing spectacularly new on offer, but that shouldn't detract from Gremlin's achievement. A slow burner, you slowly uncover asteroids and new features and then discover that you've wasted ten hours trying to conquer space rocks. And with the extensive variety of missions on offer, there's always another *Fragile Allegiance* to destroy. **(OB)**



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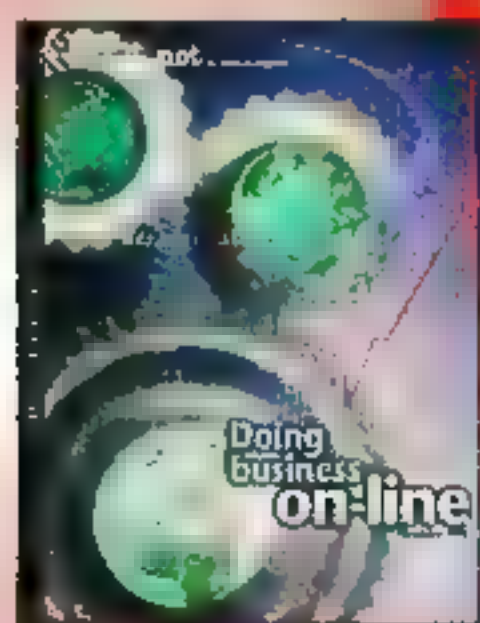
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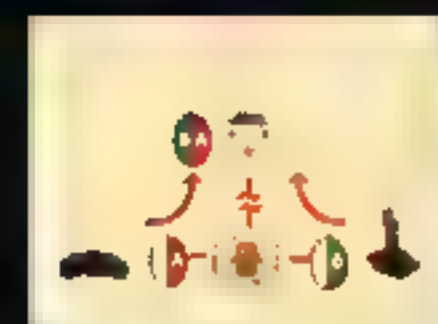
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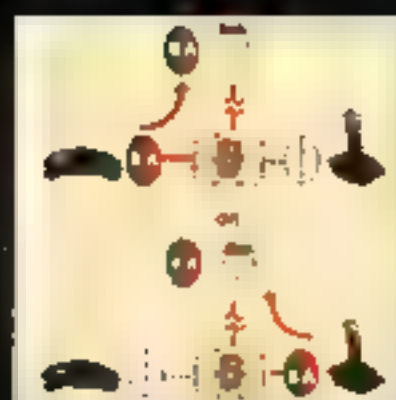
Patent Pending



Although most PCs have only one game port the design actually supports two joysticks (A & B). Advanced sticks that sport four buttons, throttle and rudder controls, coolie caps, make use of the second joystick (B) controls. When two sticks are connected only two fire buttons per stick are available.



In two player mode, both joysticks can be activated at the same time for two-player games. However, due to the design of the IBM joystick port, the advanced functions of the joysticks are not supported.



Select single player mode and the AlfaTwin allows you to switch between two joysticks. In this mode, all the functions of the stick are supported. To select your stick, simply press the fire button of the controller you wish to use.



You can cascade up to three AlfaTwins together. This allows four different joysticks to be connected simultaneously. Moreover, the six foot long cable brings the AlfaTwin round to the front of your desk, freeing you from the hassle of plugging/unplugging your joystick from the back of the computer.



AlfaCommander Pro



AlfaPilot Plus

Leading joystick manufacturer says:

Just to let you know that the AlfaTwin joystick-switch arrived intact. At this moment, we have connected 7 (4) joysticks to the AlfaTwin and it works perfectly.

Computer --- AlfaTwin --- Gravis Phoenix
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Gravis GamePads

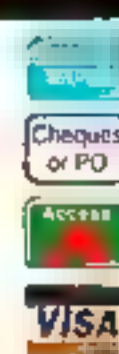
"This all works without having to pull out all the cables, which is wonderful! I cannot say anything else except congratulations with a very nice product."

— Ju. Oskam, Technical Support Specialist (Gravis Europe / Holland)



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BLAM!

MACHINEHEAD

Another 3D shooter? Oh deary me, no. This is something else entirely, we assure you...

That, you must agree, has to be one of the best game names yet. One is given a real sense of what to expect.

The 'Machinehead' bit conveys a sense of the future, of technology gone awry, of the end of the world as we know it. The 'BLAM!' part, well, that just means it's full of lots of big explosions.

BLAM tells the story of the Machinehead virus; tiny molecular machines that through self replication have reduced the entire surface of the earth and everything on it to a red mush. Only



Dr Kimberley Stride and her slimy assistant, Orville, have the solution – driving a bomb straight into the Machinehead's core, a task Orville bestows upon our Kimberley with the help of some firm shackles and a spanner round the back of the head. You play

Kimberley as she drives the bomb through the remnants of civilisation, laying waste to the horrible robotic creatures created to protect the Machinehead, as we set out with the intention of destroying it once and for all.

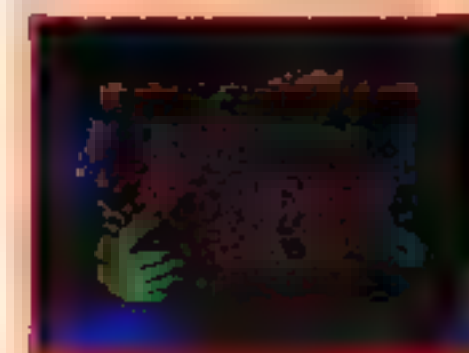
This is a 3D first-person-perspective shooter. Now, normally such a thing would have the label 'Doom

clone' foisted upon it before it was even out of the box, but BLAM's creators have tried so very hard to fool us into thinking that this is actually something quite new. You see, you're not on foot like in your usual 3D blasting fare, you're riding on flying bomb. With big guns on. And the ground isn't flat. No. It's all bumpy with rocky outcrops and inclines. And it's not all indoors either. In a novel twist, most of the action takes place outdoors. Ah ha! See – different, eh?

Unfortunately, this is of course all hokum and poppycock. This is a 3D shooter, fair and square. They've even tried to give the game a new slant on the three-keys-open

SUPERWOMAN

There he was, minding his own business when – erkl – Machinehead virus! Only Kim can help, and Orville's strapped her to a bomb to make sure she does just that.



BLAM!

Machinehead is brought to you by Core Design – currently flavour of the month, thanks in no small part to the fabulous Tomb Raider. Core was recently bought by mega software publishers Eidos, which must be rubbing its hands together with glee. Whatever it paid, it wasn't enough.

It's a negative reality inversion There's a world of difference between the two types of keys in the game.



This is a reality key – it opens doors and removes other physical, man-made obstacles. A bit like a real key.



Whereas this is an unreality key which when paired with its matching generator can alter the landscape to your advantage.



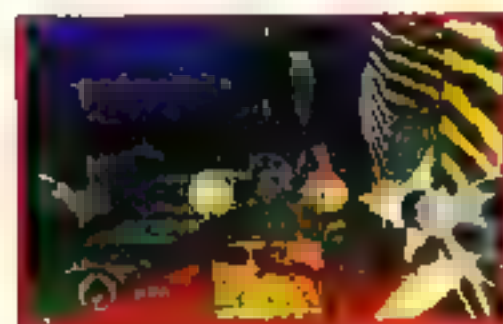
And this isn't a key at all. It's a power core which baddies discard upon their demise. Grab it to top-up your energy.

CD REVIEW

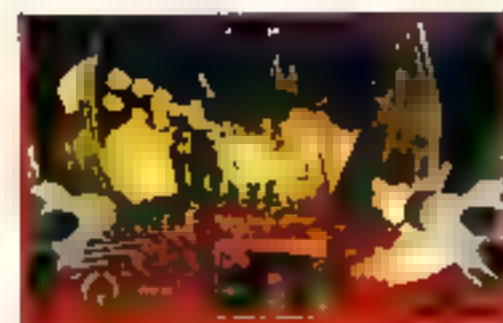
Exclusive playable demo. A complete level to blast through.



How are you going to get to that key at the top of the waterfall? Some exploring may be in order.



See the little chap in the centre? He's a back-stabbing scientist. Kill him! Kill everything! Nyargh!



If it flashes when you shoot it you can blow it up. This weird skull is blocking your way – blow it to bits!



All the monsters have a strangely 'organic' feel, and are often very creepy with far too many legs.

DEVELOPER

Core Design

PUBLISHER

Eidos

CONTACT

0121 606 1800

PRICE

£39.99

MINIMUM SYSTEM

486, 8Mb RAM, 20Mb hard disk space, SVGA, double speed CD drive

For all its faults this'll keep your trigger-finger entertained.

PC REVIEW VERDICT

8

Move any mountain

Use the unreality keys in the correct sequence to make it through the levels



1 Now how on earth do you intend to get that power-up and key down from up there?



2 Use key number two to power the generator which will lower the hill. Simple



3 This generator awaits you at the dead end of a chasm. What's it doing there?



4 Use unreality key three, retrieved earlier on the generator, to open the rest of the route.

► different-coloured-doors trick by having 'reality' and 'unreality' keys. A 'reality' key opens doors (no surprise there) while an 'unreality' key, when taken to a 'reality' terminal, alters 'reality', removing hills or other obstacles and enabling you to access new parts of the level. Phew. You can look up and down too – anything less would be a crime these days – and there's lots of weapons and power-ups to collect. And so on and so forth.

Altered reality

So, we've scotched its newness; what we do have here? Well, the levels are huge. That's a good thing. There's plenty of those keys and terminals to keep you exploring. By altering reality with one key, more often than not you've cleared the way to getting your hands on the next. Effort produces rewards – very good. There's an awful lot of things to kill and, in a neat move, these are unique between levels, meaning that you'll want to progress to see what nasty awaits you on your next mission. Everything seems fine thus far, so what exactly is wrong with *BLAM! Machinehead*?

Well, first of all there's the formidable competition. *BLAM* is sharing a machine with *Quake*

after all, a game which beats this hands down. Sure, *BLAM* has distinctive, clever cartoony graphics, with some lovely explosions and monsters. The screen is always alive with something happening, but everything looks a little chunky thanks to the comparatively low resolution employed. Also, that age-old redraw distance niggle rears its spammy head. You simply can't see very far ahead. Perhaps a little of *BLAM*'s boundless speed could be sacrificed?

And finally, we weren't happy with one of *BLAM*'s unique features – that the ground undulates like 'real' ground rather than the flat, geometrically-connected corridors that form so many other game environments. You're vehicle floats a few feet above the ground, meaning that due to the high speeds employed you lose track of just what the hell is happening as you try to fix an enemy in your sights with the gaudily-coloured world bobbing and freewheeling around you.

But let's not dismiss the fine shoot-'em-up that lies at *BLAM*'s heart. It's an out and out blaster, plain as that. What it lacks in subtlety it more than makes up for with a multitude of weapons and enemies and some fantastic, screen-filling explosions. And it's fun, and you remember fun don't you? (DG)



Another potentially bruising missile hits you square in the chops. Take out that launcher as fast as you can.



The four areas in the game (each split up further into distinct levels) feature their own unique set of baddies.



Unlocking that door was a big mistake. Were they keeping you in or were you keeping them out?

THE CREATOR SPEAKS!

Andy Sandman, of Core Design, speaks out about the world of *BLAM!*

On where the original idea came from...

"Originally the game was going to be a conversion of old *Battlecore* on the Mega CD but for the PC, but I kept surreptitiously changing things until the management got their heads around this new game. The initial name of the game was going to be *Machinehead: Slaughterhouse Earth* but that just sounds like some sort of *Doom*/horror clone. And a *Doom*/horror clone with a rubbish name at that."

On that name...

"Once we'd got that 'babe on a bomb' imagery, *BLAM!* seemed to fit the bill. God knows how we're going to explain to the Japanese what 'BLAM' is. By this time some mags had done previews with the name *BLAM* so they kept it, and tagged *Machinehead* on the end."

On what *BLAM* is...

"It's thermonuclear antics in a full 3D environment, offering the widest variety of atrocities to be inflicted with a selection of the most entertaining weaponry that could be available to a naked woman strapped to a cruise missile. Or something not dissimilar."

On the large-breasted, scantily-clad star...

"The babe on the bomb came about as I was trying to bend the concept away from that *Battlecore* thing. I thought of the most painful scenario for *Battlecore*'s star – being physically welded on to a bomb which he must defuse. As I was doing this Toby Gard, my mate next door, was in the process of creating *Tomb Raider* with this sexy woman character. I thought "That's a good idea – I'll nick it. And I did".

On the issue of censorship...

"A Sony rep popped in to see how the game was coming along and I let him have a look at some FMV. We got into a vague discussion about censorship problems. "I don't see any problems with Kimberley," he says. "The only problems we have is with cigarettes, booze, porn. That kind of thing." "Ho ho, there's nothing like that here," I reply. Manly pats on the back and chuckles ensue until we see the FMV of Orville dribbling behind his control desk. Prominent in the foreground is a copy of 'Jugs' magazine, a can of high-strength lager and a pack of filterless ciggies. I gets my coat..."

On what next?...

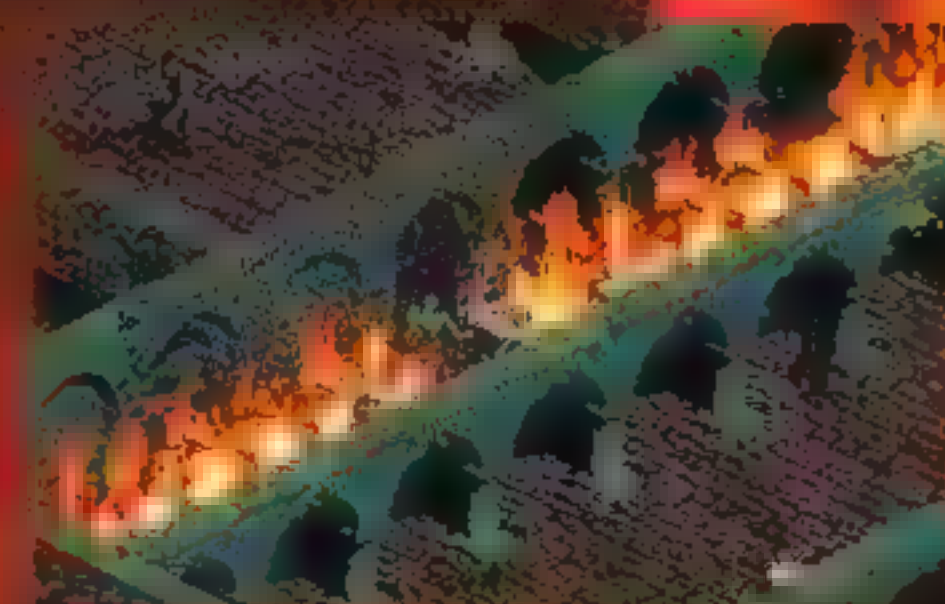
"Some of the team are considering the *Tomb Raider 2* option, whereas myself and another member of the team are looking into doing a semi-linear *Dirty Harry*-style game, concentrating heavily on playability and super-intense graphics with that gritty '70s feel."

DIABLO

ONE HELL OF A ROLE-PLAYING GAME FROM THE CREATORS OF



Enter into a world where evil has corrupted the land and shackled humanity into unholy slavery. Vengeance, power, intellect and magic – these are tools you will need to battle the Lord of All Evil, Diablo.



† Up to 4 players supported over Internet or net work (2 players over modem or direct link)

† Free access to Blizzard's battle.net server† provides multiplayer competition over the Internet



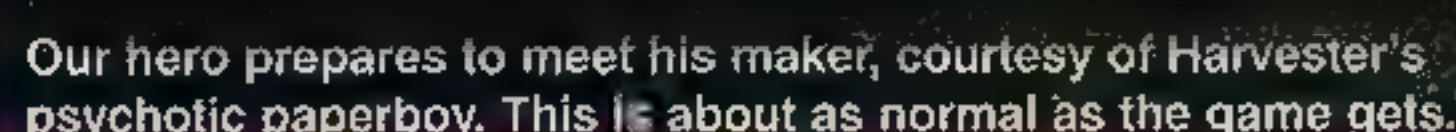
† An ever-changing Gothic world brought to life in stunning SVGA graphics

† No two campaigns into the labyrinth are the same as Diablo randomly generates a unique gaming experience every time

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Movie-style shots and cinematic sections blend together smoothly. If only there wasn't so much hard drive accessing.

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Utterly twisted and witty with it. That's not enough to mask the middling structure, though.

PC REVIEW VERDICT

CENSORSHIP
DIARRHAEA
 Not only does
 the *Shogakukan*
 encourage teachers
 to write in
 vulgar dialects,
 grammars, texts, &
 spelling books require a
 class of *kyōka* (comic
 verse) to be read.
BBQ (BBQ) and
 Banned by Film
 Censorship is not a
 hard word, compared
 to *harmless* & *religion*
 could be altered.
 One plant wants to
 replace the word in
 the flesh removed
 from someone
 person's finger.

HARVESTER

Cannibalism, psychosis, a sinister cult and two amnesiac teenagers – this may be a tale of '50s style America, but it certainly ain't It's A Wonderful Life.

Twin Peaks, Eerie Indiana, American Gothic – three shows which suggest the soft white underbelly of middle America is smeared with the blood of murders, incest, and by-the-book weirdness. Joining them is *Harvester*, where war veterans crawl around without lower torsos, where fathers spy on their daughters as they undress, and where even the paper boy is likely to put a bullet right between your eyes. There's very sick, really very sick indeed, and then there's *Harvester*.

Waking in a house he doesn't remember in a town he's never seen before, our hero Steve soon begins to sense there's more than amnesia behind his feeling of unease. Why does his supposed fiancée not remember anything either? Why does everybody act like it's the '50s? And just what is it with the strange obsessions and views of his 'parents', the local police and the ranting,



A gran with attitude and far less attire. Just another one of the bizarre inhabitants in the dead-end town that is Harvest.

viciously disabled war veteran at the
army's rocket site?

Written by G P Austin, the man responsible for the scripting in *Privateer* and *Strike Commander*, it revels in the body count, gleefully piling on the gore: hangings, babies with their eyes scooped out, wasp women losing their heads. There's an acknowledgement of how controversial all this is – at one point there's a conversation about the dangers of violence in the media – but it's hard not to find the bloodlust gratuitous.

What's interesting is the plot structure and style of graphic adventure adopted. For a game with radical subject matter, *Harvester* plays like an out-of-date point-and-clicker. The conversation is repetitive, object manipulation elementary, and actual puzzles pretty much what adventurers would expect. With an extra touch of perversity, of course.

And then there's the way the sprites blend with the backgrounds: they don't. It's

not as rough-looking as *Phantasmagoria*, however (and it's better to play), and at least the backdrops look the part. Even the false-ness associated with locations in graphic adventures works in the context of *Harvester*, enhancing that dislocated, other-worldly atmosphere. The music helps, too – all theramin warbles and excessive jingles.

Frank Capra would be completely appalled at *Harvester's* take on Middle America. But then he probably wouldn't have appreciated the finer points of the *Evil Dead* movies, either. If only *Harvester* had a plot good enough to back up its wonderfully controversial set-pieces. Now that would've made for a horrifically good adventure. **(MR)**



The sheriff studies your fiancée's smashed skull and spinal column while eating his lunch.

It shouldn't be allowed

Want to know why Harvester is so controversial? Here are some scenes we censored earlier.



Having seen this repugnant shot in its entirety, we'd like to issue a general warning: never, ever, bash your head with an axe.



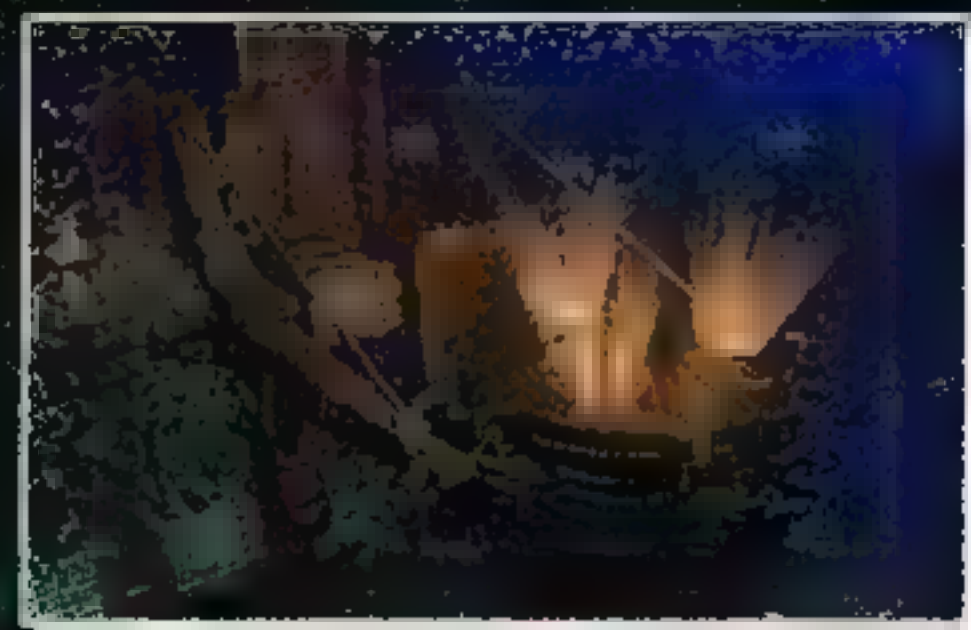
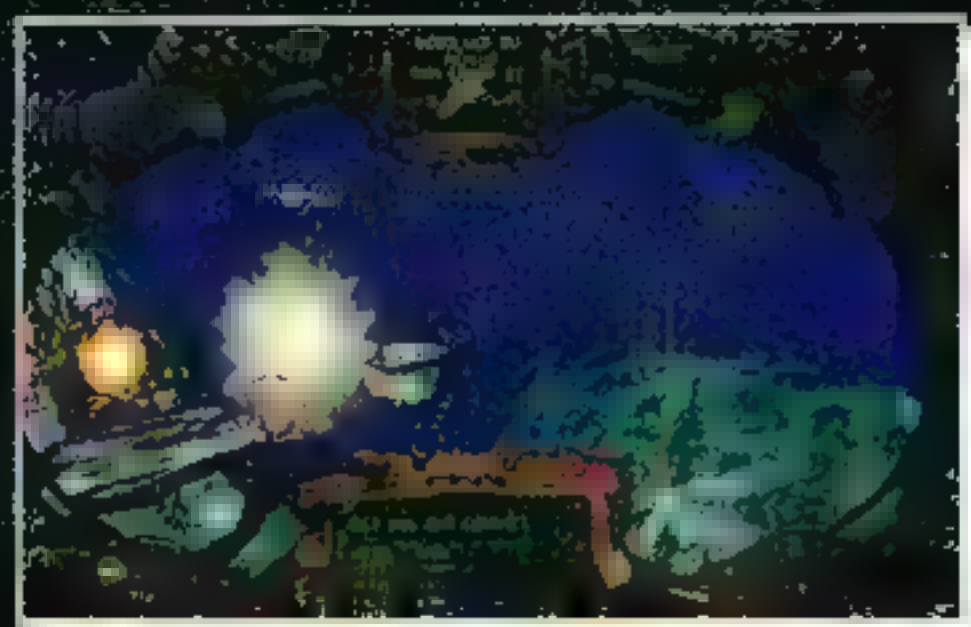
In order to protect you, our reader, from disturbing images, we have obscured this shapely, scantily-clad blonde.



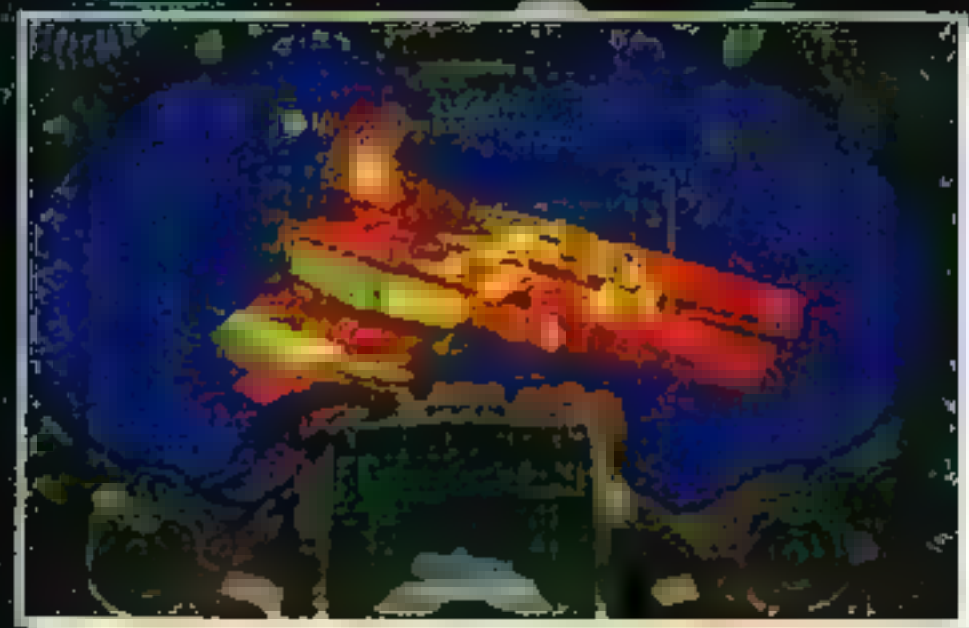
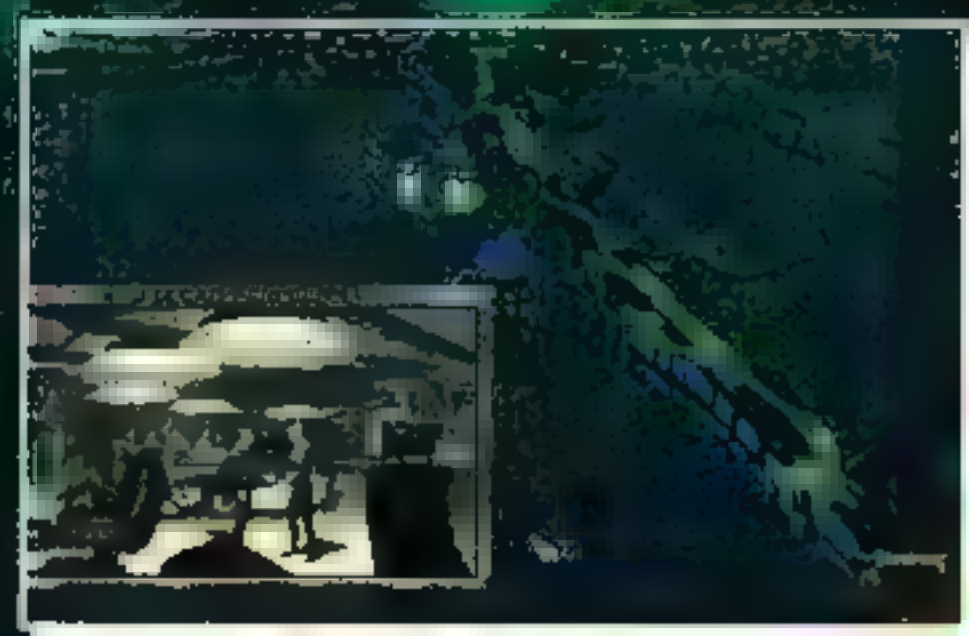
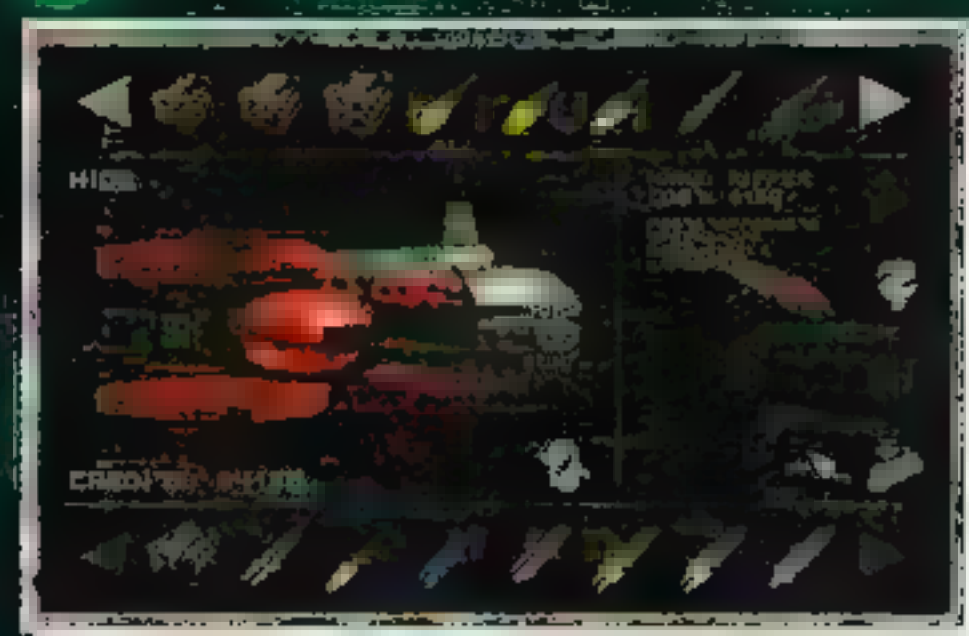
No, you fool, he's screaming, not singing. If you could see the rest of the picture, you'd understand why.

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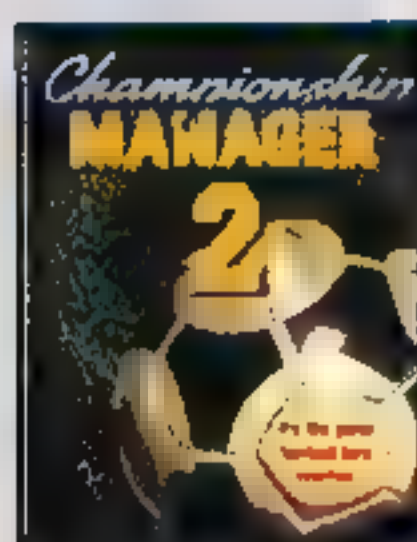
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REISSUES

CHAMPION!

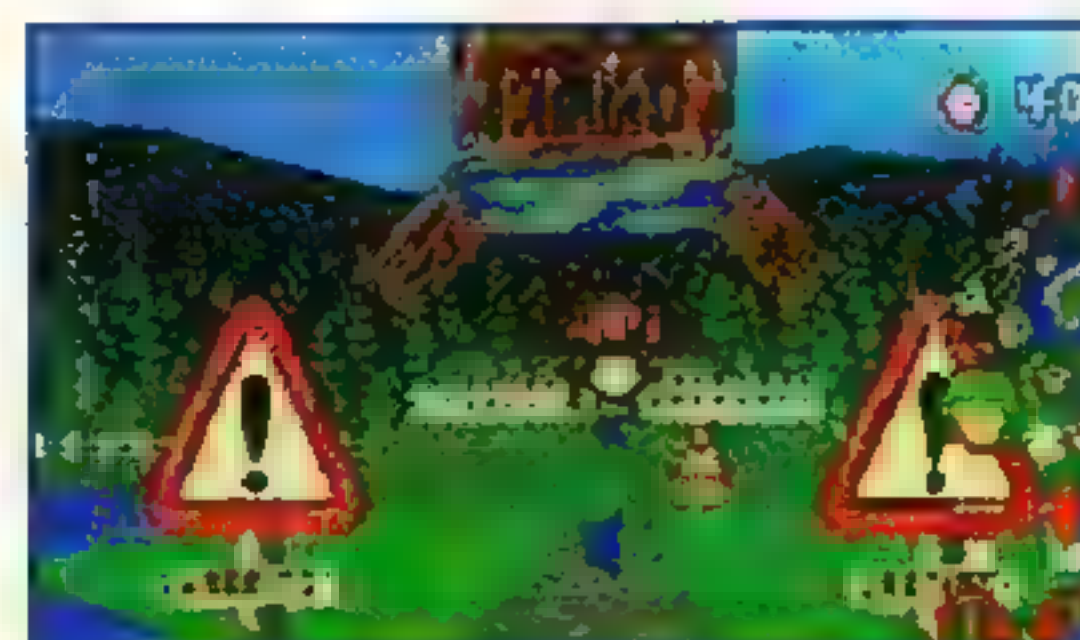


Don't have the measly sum you need to buy *Championship Manager 2*? The first five people who write to the following address will earn a free copy! Contact: PC Review Championship Manager 2 Giveaway, c/o Lidia Stojanovic, Eidos Interactive Limited, Ferry House, 51-57 Lacy Road, Putney, London, SW15 1PR.

Budget games: they're good for you and they're cheap. A bit like brown rice and lentils.

3D Lemmings

Psygnosis is set to launch its own budget label, entitled the Argentum Collection. The first four titles in the range – *Destruction Derby*, *Ecstatica*, *Wipeout* and *3D Lemmings* – will retail for £12.99 each. The new label is further proof that the smart money really is in the reissues market, both for publishers and PC gamers. Psygnosis intends to add only its previous best-sellers to the Argentum Collection, and we'll be reviewing them all starting in next month's issue. Give Psygnosis a call for more details.

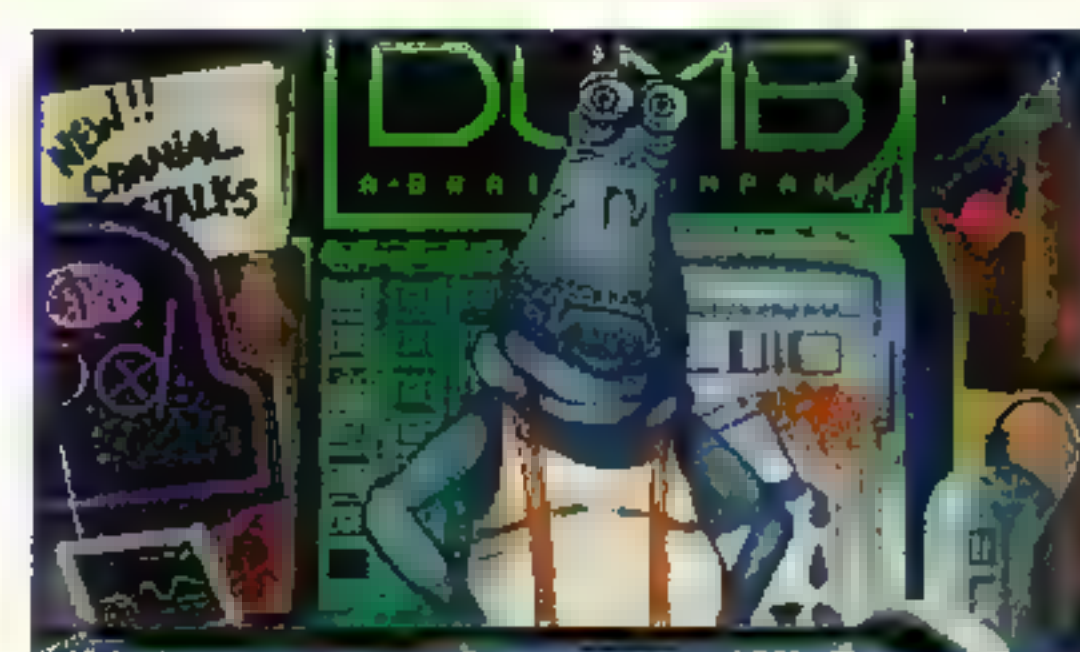


3D Lemmings, at £12.99, gets Psygnosis' new Argentum Collection up and running.

Psygnosis, £12.99, 0151 282 3000

Space Quest 6

Americans, eh? Not only did they bring us Alanis Morissette, as a race they've supported a cheap cash crop like the *Space Quest* series, despite it so clearly being a tasteless turnip. The only logical explanation for the endless run of *Space Quest* games would include CIA sponsored Cold War propaganda. "Look brothers," cried these monstrosities, "in America even the dullest, unfriendliest, and unfunniest comic point and click adventures make money". The hideous truth was that mining salt in Siberia is probably more fun.



When you buy *Space Quest 6*, the game's own inhabitants can barely disguise their disgust.

Sierra, £9.99, 01734 303322

Budget Game of the Month

Championship Manager 2

There may be glitzier successors, but like the Manchester United of 1958, *Championship Manager 2* remains the definitive football management game. The ability to run any team in the United Kingdom (complete with pictures of the home ground), the digitised commentary and ease-of-play ensure a great match from the kickoff. Ultimately though, it's *Championship Manager 2*'s depth – as evidenced by tactics editors, a full transfer market and an absorbing pace – that ensure a long season. The perfect Christmas present for budding Fergusons.



Manage any team in the United Kingdom. Or mismanage them for the full realistic simulation experience.

Kixx, £12.99, 0181 780 2222

IndyCar 2

IndyCar 2 is only a year old. An excellent choice for any racing fans, it's so customisable you enjoy anything from straight-up arcade racing to in-depth IndyCar simulation. You can modify the colour of your car, your car engine and even the air pressure of your tires. Sounds dull? Then you haven't raced around an oval track and discovered just how surprisingly exciting tight IndyCar action can be. If it's good enough for our Mansell, it's good enough for you. OK?

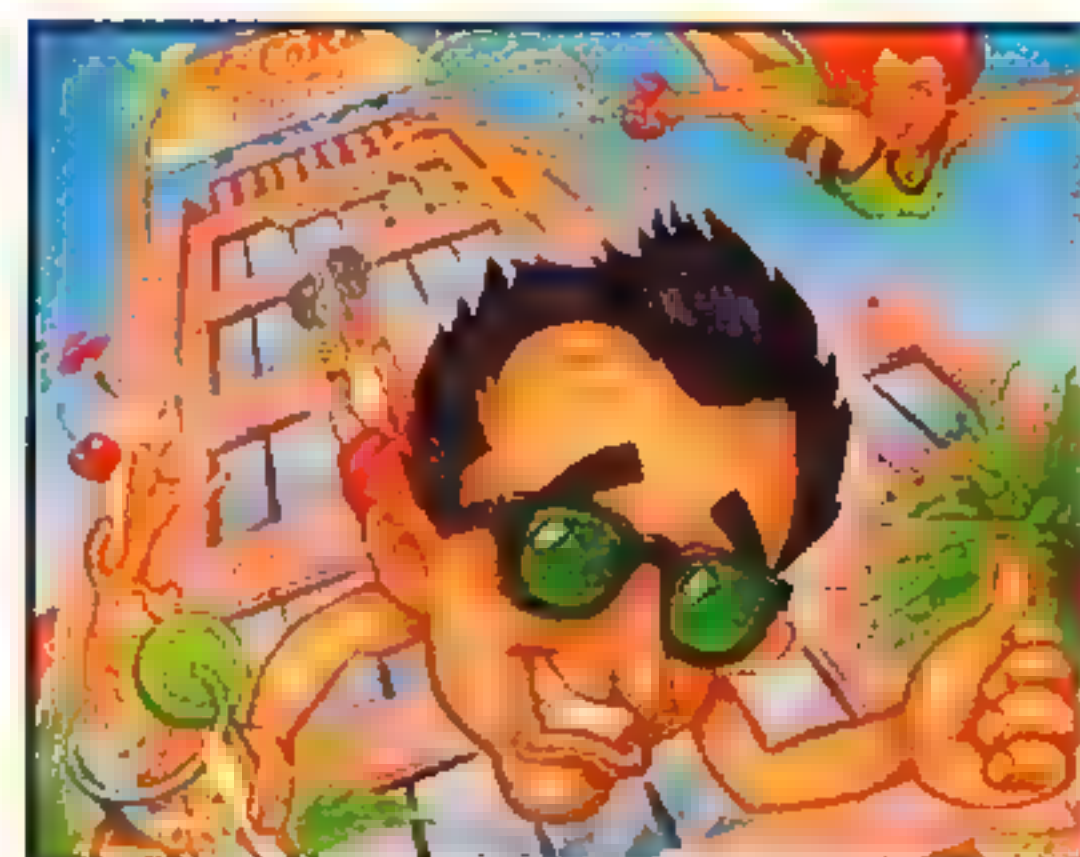


You can crash again and again with the full replay facilities of *IndyCar 2*.

Kixx, £12.99, 0181 780 2222

Leisure Suit Larry 6

Like Bob Monkhouse, the humourless *Leisure Suit Larry* series has been around forever, despite being critically derided from the start. Similarly inexplicably, the punters (or at least the American consumers) have consistently forked over enough cash to keep it afloat. As with every other Larry game, you attempt to bed a string of beautiful babes without chopping up your PC in disgust. Remember, the likes of *Sam and Max* and *Full Throttle* are out on budget, and either has more humour than the entire Larry series distilled.

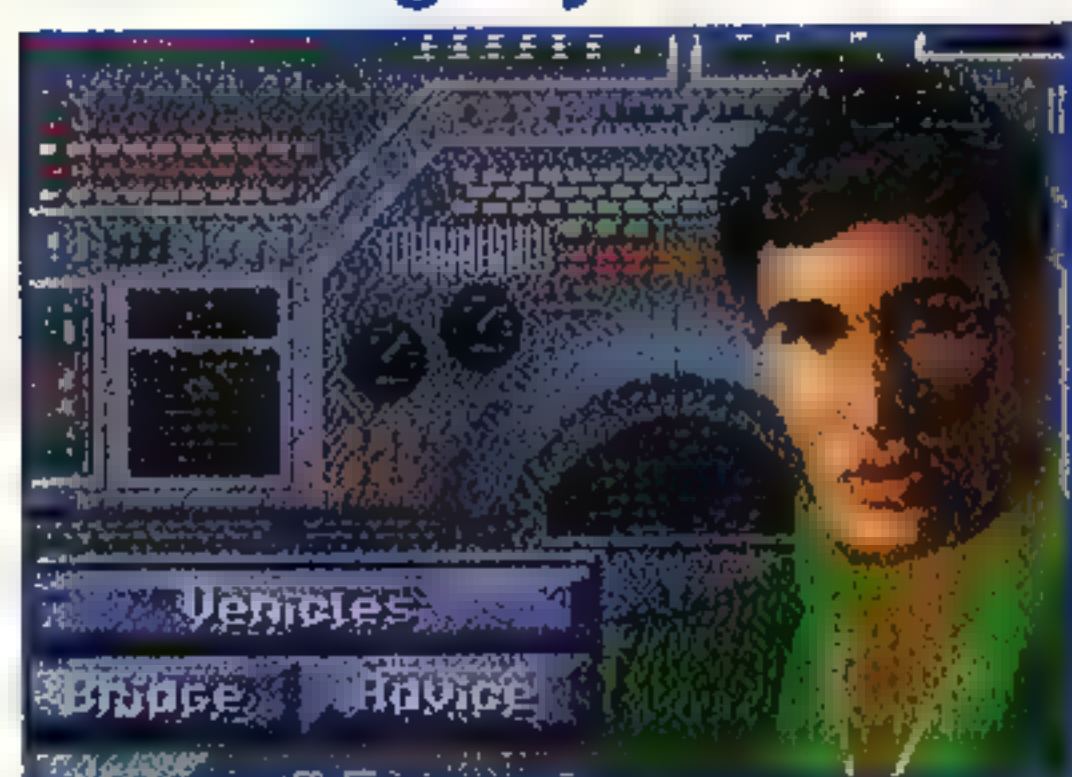


Over a million copies of Larry have changed hands, and every one of them was a dud.

Sierra, £9.99, 01734 303322



Alien Legacy



Apparently, the smart colonists of the future will be wearing polo neck jumpers.

Sci-fi literature groans with the weight of megalomaniacs. They wipe out alien races, terra-form measly blue and green planets and clad their troopers in Styrofoam. So why exactly is *Alien Legacy* so dull? The worst advert for the extra-terrestrial despotism since H G Wells' *War of the Worlds*, it's slow, self-important and poorly executed. Just like Charles the First in fact. Except *Alien Legacy* was never the King.

Sierra, £9.99, 01734 303322

Alex Dampier Pro Hockey 95

Despite a database boasting over 3,200 individual players, each with his own unique statistics, the most compelling thing in *Alex Dampier Pro Hockey 95* is the commentator's silver hairdo. Away from that slickly coiffured hairpiece, things are stickier. The vital business of chasing the puck chugs horribly, your ice hockey players are represented by dwarfish sprites and, as the box admits, there are 'no frills'. Alas, the promised 'thrills' were also missing from our box.



Hit Squad, £9.99, 0161 832 6633

Firestorm: ThunderHawk 2

You won't find the original *ThunderHawk* in even the dingiest PC superstores – it was a Sega Megadrive-only release. The successor keeps true to its console roots, with sprite-based baddies and shot-heavy gameplay, yet the result is a rare PC arcade game classic. *Firestorm's* trick is to appear like a full flight simulator, but to fly like a space invader. Eventually the one-dimensional gameplay tires, but until that hour is up, *Firestorm's* a blast.



Top Stringfellow Hawk manoeuvres are the order of the day in *Firestorm*.

Kbox, £9.99, 0181 780 2222

RETRO PERSPECTIVE

We asked Craig McCracken, the game's producer and designer about *Championship Manager 2* on budget...

Are you proud of *Championship Manager 2*?

We're really very proud to be associated with what is probably the defining football game of the 1990s. It's a strong reflection on the quality of Oliver Collyer's fine original design and gameplay that *CM2* has been in the chart for over a year now. We have a game so far ahead of its rivals, in an industry where gameplay innovation moves quite slowly.

But did *CM2* change PC games forever?

Definitely. Although *CM2* was an improvement technically over its predecessor, with commentary, SVGA graphics and so on, this was all secondary to what the game was about. The depth of the gameplay and the sheer addictiveness is the essence of the *Champ* products. The lasting success of the series may convince other companies to get the gameplay right. The flashy stuff can come afterwards.

Would you do it differently today?

We'd allow more time for testing –

which most developers would want, I suppose. There were a lot of clever ideas in the game which never came to full fruition due to time constraints. We had some problems with the gameplay which we corrected with the patch disk. Football games are difficult to test because of the almost countless scenarios which can occur. Overall, I think that the design was bombproof.

What are you working on now?

We currently have two new *Championship Manager* games in development! *Champion Manager Allstars* is the game for all football fans who have ever sat and argued about their best all-time XI. You can put together teams from a base of players featuring all of the great players in history. For example, assemble a side including Pele, Beckenbauer, Cruyff and Moore, and then sit back and watch the trophies flood in. *Championship Manager 3* is a global game enabling you to manage all of the major footballing countries in the world, even Japan and America!





KNOW A GOOD TIP OR TWO? SHARE IT WITH THE WORLD AND BE THE SAVIOUR OF MILLIONS — BY WRITING TO US AT PC REVIEW, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA2 2BW. OR E-MAIL US AT [PCREVIEW@FUTURENET.CO.UK](mailto:pcreview@futurenet.co.uk).

PLAY TO WIN

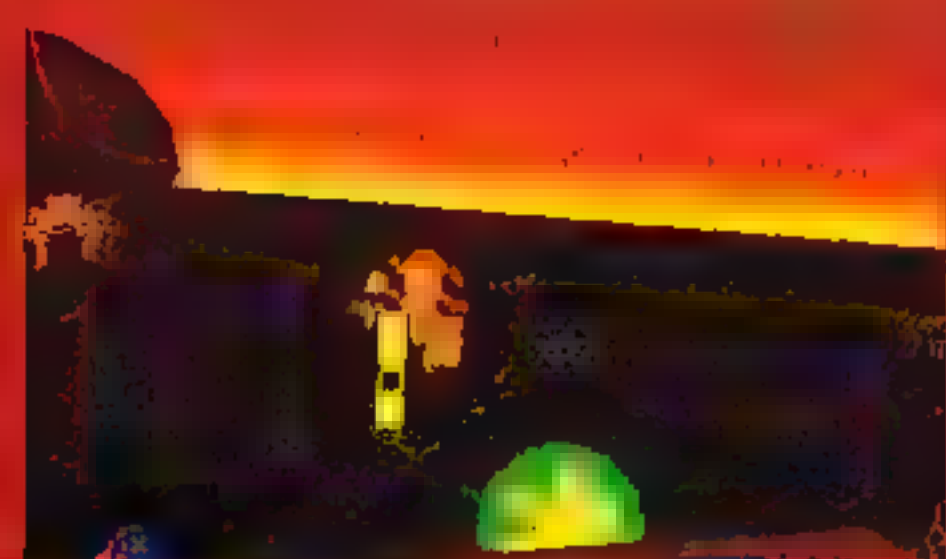
“Who wants to live forever? If you’re in need of a life enhancing cheat or a few extra clips for your uzi, look no further.

Mechwarrior 2: Mercenaries

Those *Mechwarrior 2* types love their cheat codes. Each new episode of the Mech clan's saga has its very own set of extremely long-winded, impossible-to-remember-in-a-hurry cheat codes. And here's the latest instalment.

Hold down [Ctrl]+[Alt]+[Shift] together, then type these to in:

SUPERFUNKALIFRAGISEXY: Invulnerability
 ISEENFIREANDISEENRAIN: Unlimited ammo
 OOOHHHLLAAALLLAAA: Heat tracking
 ITSDABOOOMB: Makes targeted enemy self-destruct
 INMYBEAUTIFULBALLOON: Adds jumpjets
 CRAZYSEXYCOOL: Infinite jumpjets
 LIKETHECOMSTARBABY: Automatically succeed in mission
 ONTIMEEVERYTIME: Time compression enabled
 ANTIJOLT: Time expansion enabled
 BUBBLEBOY: Gives bounding spheres
 BEHOLDMYGLORY: Turns free-eye mode on
 UNDFLASHYFLASHY: Auto-grouping enabled (makes all weapons fire together)
 WALKTHISWAY: Leading reticle enabled (makes enemies walk towards you)
 WEDIDITAGAIN: Does the same as DORCS did in MW2
 DORED JACKANDTIK RULES: Super-secret enhancements. Shh.



It's a bit dark. Perhaps some kind of 'headlight' cheat would be in order?

Virtua Fighter PC



Virtua Fighter – the game they told you that needed a 3D graphics card, and then six months later didn't.

“Put me down you, moustachioed ponce!” Lau picks Jacky up by the ankles and steals his loose change.

Ooshka! Limb-on-head full-on 3D fight vibes comin' square atcha! There are loads of cheats hidden among VF's hard-faced pyjama-clad fighters and here's the whole sordid bundle.

There's a secret character in there for a kick-off. It's a strange robotic looking girl called Dural. To play as a Gold Dural, do the following:

1. In the Character Selection menu, press Down, Up, Right then [Del]+Left.
2. If it worked you'll hear a whooshing sound as she's yours for the taking.

Or if you're more of a winter/spring person you can play as Silver Dural:

1. At the character select screen, enter Down, Up, Right, [Del]+Left.
2. Again, you'll hear that whooshing sound if you did it right.

To add Dural to the Records screen...

1. At the Press Start screen, press Up 17 times then [Enter].
2. Now enter the options screen, and a voice should bellow “Ring out!”
3. Lumme! Dural's stats are now on the Records screen.

Choose not only where you want to fight, but the size of the ring, too.

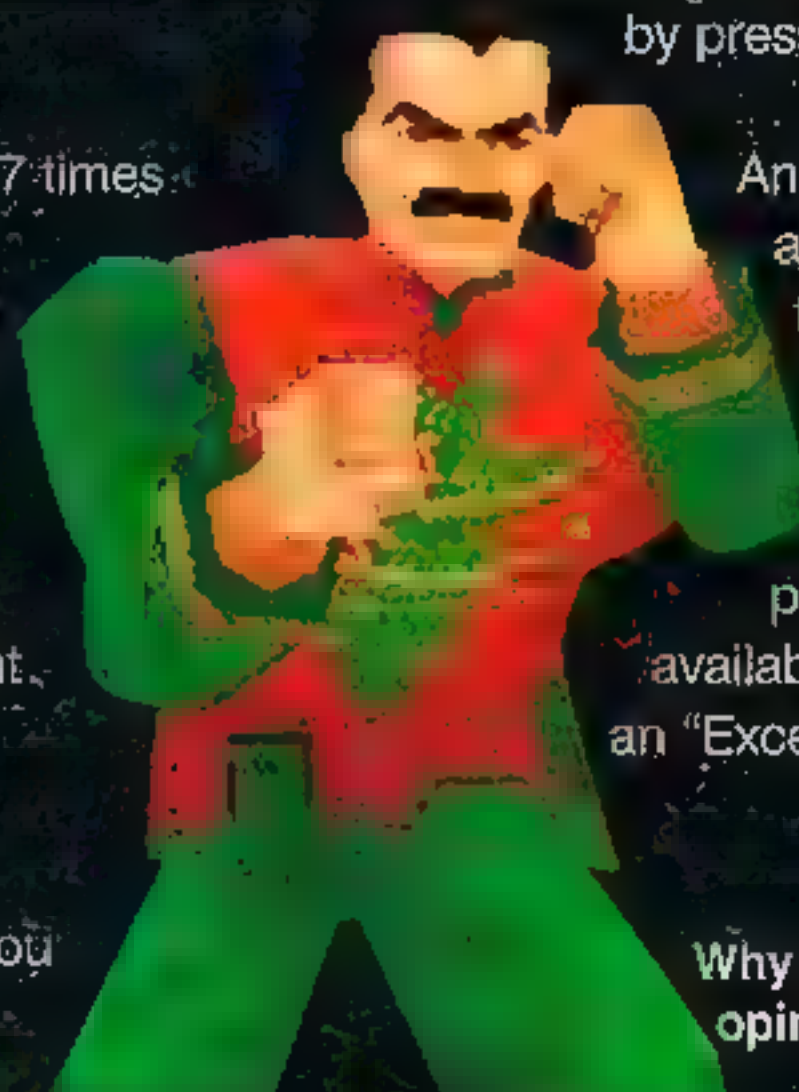
1. At the Press Start screen, press Up 12 times then [Enter].
2. Now enter the Options screen, and you should hear a “K.O!”

3. Move the cursor down to Exit, then press Down once more.
4. The cursor will disappear.
5. Press [Del] and a second options screen will appear.

Want to know who made *Virtua Fighter*? Well, hold the [Del] button down during the opening demos.

Enjoy lovely super slow-motion replays by pressing and holding [Del]+End+[PgDn] at the end of a round.

Change the camera angles in Watch Mode simply by pressing [F7].



And finally, if you've just given someone a firm kicking and wish to humiliate them even further, hold either [Del], [End], or [PgDn] before your character does his or her victory stance to choose which they perform. Also there is another stance available only when you win your fight with an “Excellent”.

Why not come and have a go, if, in your opinion, you are, as it were, hard enough.



Pray for Death

We gave you the first half of the characters' special moves last month and here, as inevitable as day following night, comes part two. Fight!

[D]: Down, [U]: Up, [B]: Back, [F]: Forward, [S]+[P]: Speed punch, [H]+[P]: Hard punch, [S]+[K]: Speed kick, [H] [K]: Hard kick

Maelstrom

Ancient magic: [F], [D], [B]+[S] [K]
Projectile: [B], [D], [F]+[S] [P]

Fire punch: [B], [F], [B], [F]+[H] [P]

Mugan

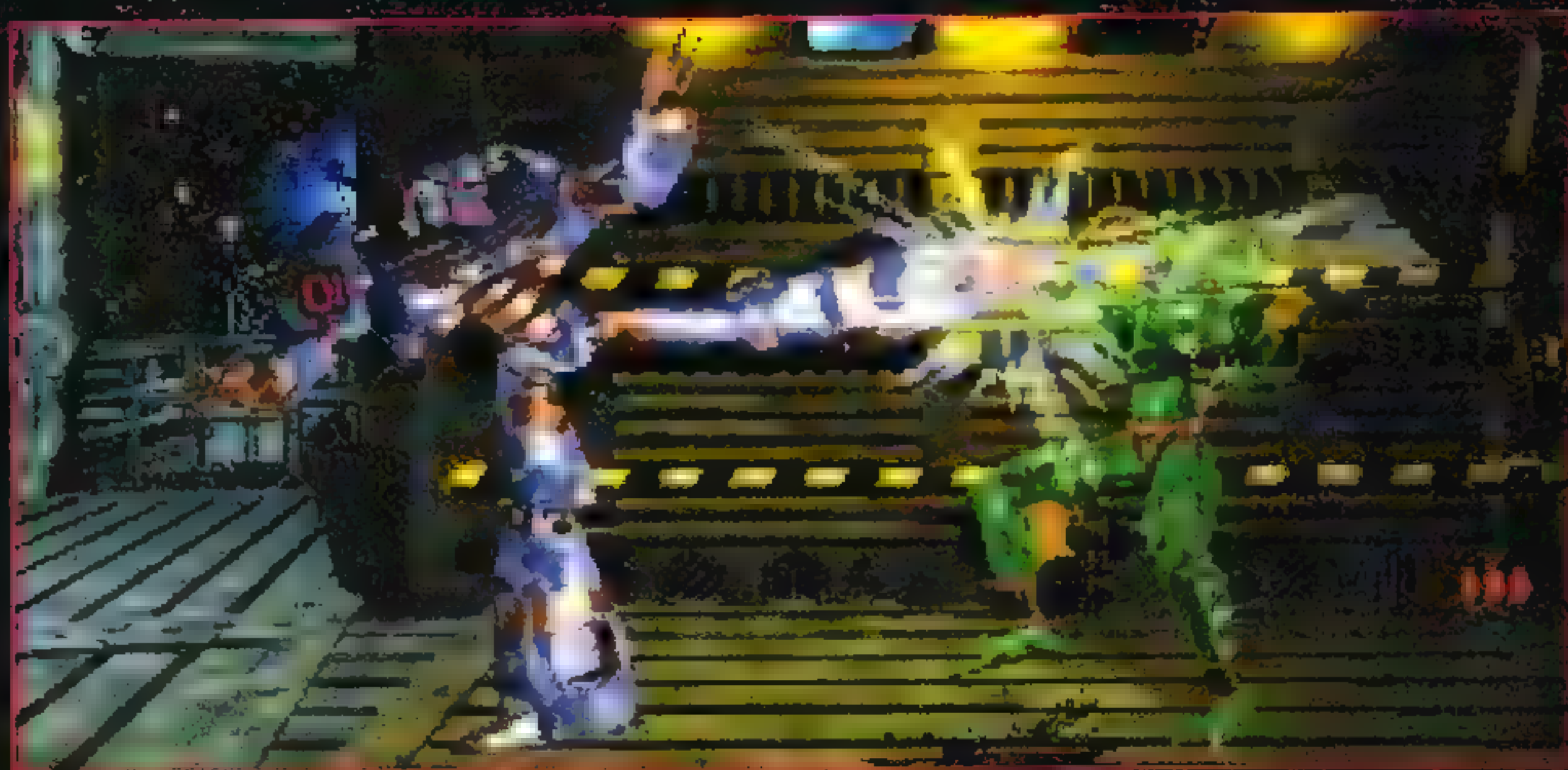
Astaroth rage: [D], [F]+[H] [K]
Arm check: [D], [F]+[H] [P]
Talisman power: [D], [B]+[H] [K]
Red grot: [D], [F], [B], [F]+[H] [K]

Xenobius

Icy hurricane: [F], [D], [B]+[S] [P]
Hard projectile: [D], [B], [F]+[H] [P]
Fast projectile: [D], [B], [F]+[H] [P]
Roll uppercut: [D], [F], [D], [F]+[H] [P]
Intercircle: [B], [F]+[S] [P]



Madam! Put some clothes on frchrisakes!



Take that, and that, and that and never darken my towels again!

Shattered Steel

Shatter more steel even more effectively with these cheat codes. Hit [Enter] then type them in, as if you were going to send a message, then hit [Enter] again to execute them.

SMITE: Destroys targeted item

CAPONE: Generates friendly planet runners

RODRIGO: Generates friendly flyers

HENCHMAN: Generates Shiva planet runner

GONZALES: Speeds up robot

RAGNAROK: Ejects you from runner

FNORD: Gives 210mm weapon

RATSNES: Gives MD laser

DINGLEBERRY: Gives HY laser

BLIPPLEBLOOPS: Gives rapid laser

BCUA: Gives LIB pack

CGQ: Gives LB pack

GFY: Gives 18 pack small rockets

KWAHAMOT: Gives radar missiles

FISHHEADS: Gives IR missiles

BUMSAUCE:

Gives heavy rapid laser

NAPALMINTHE-

MORNING:

Gives napalm-like

FAE mortar

EATMYSHORTS:

Gives mortar

KICKSOMEBUTT:

Gives heavy plasma

BIGONES:

Gives 70mm gat-gun

PYROTEK:

Wipes out just about everything instantly!



Interplanetary inter-robot conflict. Top stuff indeed.

DOGAN: Gives 120mm howitzer

TINKERBELL: Gives nova weapon

CHERNOBYL: Super-powerful nuke

CURVEDLINES: Gives 50mm gat-gun

HARDCODE: Gives 30mm gat-gun

STOOL: Gives a mine launcher

NUMBERCHANGER: Supplies a rolling mine

TELEPORT: Teleports you away from trouble in case of emergency

IMOUTTHERE: Successfully ends mission

MONKEYSLUNCH: Messes up the graphics. Useful, eh?

LOCKANDLOAD: Gives all weapons max ammo

CLEESE: Changes the robot graphics

Hellbender

Bloody hell! It's the follow up to *Fury3*. Now what we ask is a Hellbender exactly, eh? Perhaps, at the end of the game we'll get to find out. Can't wait?

IMPUMPD: All weapons

URDEAD?: Get the weapon of your choice (where ? is a single digit number)

TOTLPWR: Replenish your main energy to 100 per cent

MAXMEUP: Top up your hull energy to 100 per cent

AUNTEM?: Warps to the required planet (where ? is a number between 1 and 8)

IMSTUCK: Quit the current mission and begin the next

Harvester

Oh look, we know that *Harvester* is of a relatively low quality but there's some scarily named cheat codes for it you know. Speak of the devil, don't look now, here they come!

BRUCE: God mode

NICK: Gives you full health

MURDERER: Gives you extra guns

SON OF SAM: Lots of extra items

DUSTIN: Warp to the end of the first level

BOSTON STRANGLER:

Warp to the end of the second level

HELTER SKELTER:

Warp to end of the third level

CHARLES MANSON:

Warp to the end of the last level

Gender Wars

A rather cheeky little one, this. We have from a reliable source that if you save your game using the name **BUY A PLAYSTATION** then when you restart it you'll have invulnerability and unlimited ammo. The very suggestion! Tsk.

Chaos Overlords

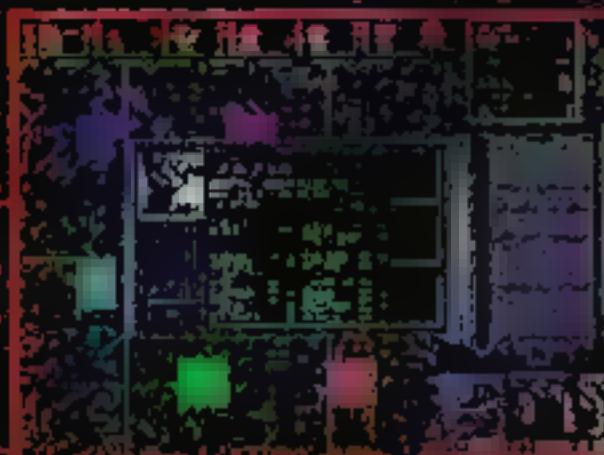
I am the God of hellfire! And I bring you um, the cheat codes for *Chaos Overlords*.

Just type them in as your name when you start a new game. Yes. It really is that easy.

SMGHUBBLE: See all of the gangs in every sector

SMGKICKASS: Gives five fully-equipped ground zeroes

SMGMILD: Every injured 'hire' is fully healed.



Now, it may look rather dull here, but really *Chaos Overlords* is great. No, really...



"Z is a real triumph: the complexity of a wargame with the immediacy of an arcade blaster." — PCR59, September 1996.

Z

Give your drunken cyborgs the edge in combat by following our Z guide to victory. Learn how to get the very best from your factories, flag capturing, ambushes and more...

LET'S GO OVER THE BASICS



Don't drink and drive, that's our tip, kids...

Z FACT ONE

Register your version of Z and you can claim free spawning discs which enable you to play network Z without buying extra copies of the game.

Z FACT TWO

A Z Extra disc, featuring foul-mouthed robots, a game demo, a Wings theme pack and network spawning, should be in the stores soon for less than a fiver!

Z FACT THREE

The Bitmap Brothers are working on a patch which will probably feature cheat codes, control system tweaks and short cuts, variable speed and AI settings, a multi-player map editor and even a mayhem mode! Look out for it in the new year. Coming soon to CD Review.

As you've probably realised, in Z the computer player doesn't play a pre-set strategy, but reacts in real-time to the decisions you make. It's impossible to define a sequence of orders for each level which will guarantee a win. However, there is a basic strategy you can employ to improve your chances.

The single-player levels are designed so that the two halves of the battlefield

mirror each other. This means that both you and the computer each has the same resources available in your halves of the map. What this means is that as long as you have control of your half of the map you'll be dead level with the computer. Managing to capture one more territory will give you a slight advantage both in resources and the time taken to manufacture units in the buildings owned. Understanding this basic principle is fundamental to developing a winning strategy in any of the battlefields. Claim your own half of the map before moving on.

At the start of the game there are some basic moves you should make. Give orders for your units to capture the territories in your half of the map and any hardware you see lying around within it. While your units are scurrying around completing these orders, use the time to set up any captured buildings to make the required units. Once all the available territories in the area have been captured, you should locate the

connecting roads between your territories and the computer's. Units must be moved up to this frontline to prevent the computer's troops trying to enter territories which you control. As units are manufactured you should bring them up to support this defence. Take the time to whizz around the map every so often to see what the computer is doing and react to any planned attacks. Find territories which the computer has either left undefended or which have little defence. Attack these territories only when you have units which exceed the power of the computer's defending units. Do not believe the battle is over if you manage to gain the territory advantage over the computer, it will fight long and hard to regain control of any lost territories. Of course, this is also true in your case. Losing one or even two of your territories to the computer does not mean the end of the battle. Playing hard and learning to recognise those territories which can be easily re-captured will get you back into the game.

GOT THAT?

Here's a mission checklist

- 1 Capture your half of the available territories as quickly as possible, so that your manufacturing speed matches your opponent.
- 2 Note the position of uncaptured hardware and send appropriate units to those territories. Don't send a light tank to capture a flag that has an uncaptured medium tank sitting by it.
- 3 When you capture territories containing factories, remember to specify what you want to build. It is often better to build cheaper units initially, and then change to building more powerful units once you have established yourself.
- 4 Watch what your opponent does with his resources and move your forces to provide a line of defence.
- 5 Don't move into contested/enemy territories (even if uncaptured) too early. This leaves other territories weak or undefended. Always have some backup available and try placing units in positions from which they can move quickly to reinforce several areas of the map.
- 6 As units are manufactured give them appropriate orders quickly. Don't just leave them hanging about.

EXPERT, EH? HERE'S SOME ADVANCED STRATEGY

- If you're going to lose a territory containing a factory that's about to produce a new unit, change the unit being manufactured to the weakest possible. In this way, the CPU will not benefit from the time you spent manufacturing. Neat, huh?
- Even if you cannot take and hold a territory, try capturing the flag just before a factory completes its manufacturing. Ho ho.
- Robots always run towards flags and uncaptured hardware. This can be an advantage, but a robot running to take a flag will not return fire while he is doing it. Erk!
- Use a series of small movement orders to manoeuvre vehicles with precision.



Heavy robots are your best bet against tanks.

DOH! EASY MISTAKES TO MAKE

- 1** **Rushing across the map to capture territories:** capturing territories in the computer's half of the battlefield at the beginning of the game may give you the initial advantage, but this is unlikely to be a winning strategy, as the players units will be stupidly spread too thinly over the battlefield.
- 2** **Sending units into attack without considering the units they are attacking:** you must learn the strengths and weaknesses of all units and use them to their advantage. It is pointless and silly sending a unit to attack if it has no chance of winning.
- 3** **Grouping units together:** sending more units than you need to complete an objective is wasting your resources, and more than likely to leave territories undefended.

MASTERING THE CONTROL SYSTEM

- 1** Initially, a good way of giving orders is to select a unit and then use the mini-map to move quickly to the location that you want to send the unit to.
- 2** As you become proficient with the system, learn to use right-hand mouse button scroll. Using this well will enhance your ability to move quickly around the map and react to the conflicts which break out.



These guys need to be kept under control. Or else another tinnie.

MASTERING COMBAT

- 1** Sending an additional unit into combat will enhance your chances of winning. For example, sending even just a unit of Grunts in with a medium tank to attack an opposition medium tank will draw his fire or even confuse your opponent – and increase your chance of victory considerably.
- 2** When you use multiple units as described above, avoid letting them get too close together. Use quick mouse work to perform pincer movements or set up a ring of units to surround the enemy.
- 3** Remember that different units move at different speeds. Do not assume that grouped units will arrive at their destination at the same time. If they are moved carefully and do arrive simultaneously, they will be much more effective than if they arrive one after another.
- 4** Static lines of defence can be extremely effective. For example, you can defend a road by placing units either side of it. The aim being to catch enemy units in the crossfire as they move down the road.
- 5** Vehicles move more quickly on roads than any other terrain. This can be used to your advantage during combat. A vehicle on a road will be able to manoeuvre quickly to avoid enemy fire.
- 6** By using multiple robot units – especially Snipers – sent in simultaneously from different directions against vehicles you can greatly increase your chances of shooting the driver.

ADVANCED COMBAT TECHNIQUES

- 1** When you target an opponent with a tank/gun/etc. the turret is locked in place. Make sure your turret is pointing in the correct direction when you give the order to attack. In this way you stand a better chance of shooting first when the combat begins.
- 2** By combining the above technique with a rapid retreat light and medium tanks can be very effective against Light Guns.
- 3** Artillery units can often be placed in a position where they can bombard the enemy fort without being in range of the defending guns.
- 4** Tanks and Guns can fire over buildings to take out robots with rifles or machine guns.
- 5** Units can be ambushed as they emerge from Factories. Target the entrance a second or two before the unit emerges.
- 6** Units which are given an order to go somewhere when under attack accelerate but do not return fire. You can use this to your advantage to avoid shots, particularly from slow-firing units.
- 7** Destroying a bridge whilst units are going across it will take out both the bridge and the units on it. Pre-damage bridges so that units crossing them can be taken out with a single shot.



Exploit the range of your artillery units



"If Syndicate Wars is to be believed, the future owes a very large debt to Ridley Scott's Blade Runner." — PCR60, October 1996.

SYNDICATE WARS

There are two ways to play Syndicate Wars: one as the Eurocorp or as Church of the new Epoch. This month we'll concentrate on the Eurocorp missions. That OK, is it?

YOUR CHEATING HEART

Bullfrog didn't want you to know the following information. They felt it was too early to leak such a brilliant cheat on to the populace. Make no mistake, if you use the this cheat, you'll bust Syndicate wide open. We recommend you don't. But if you must... well, don't say we didn't warn you.

When you come to the screen where you need to enter your name type POOSLICE (no, really), then delete it and type your own name. Now, when you play the game, pressing [Alt]-[C] will complete whatever mission you're on, [Q] gives you all the weapons and [Shift]-[Q] gives you super tough agents.

The Missions

Here's how to do each mission.

1 LONDON

Take at least one minigun and buy some body mods for your agents. Go through the portcullis then turn left towards the unguided. This area has a few unguided in it which should be easy kills unless you attract them all at once. Once the objectives are dead collect as many Uzis as possible and head home. The bank here doesn't contain any cash so don't bother with it.

2 HONG KONG

Start with at least two miniguns and a persuadertron. The first thing you will come across after leaving the IML link is a small group of enemy agents battling some unguided. The best move is to try and peg it left up the road avoiding them until you have persuaded a small army of civilians and cops. You can now persuade the agents as your persuaded army gives your persuadertron extra power. If this fails then start shooting. Keep your guns concentrated on one enemy until he drops before turning to the next target. Try not to destroy the green car as you will need this later. Once the agents are neutralised get in the green car and drive across the bridge to the Yamaguchi compound where their security will attack you. Persuade or kill them. Next, persuade the scientists and get back in your car and wait until they are in too. Drive back to the IML link.

3 BEIJING

Start this mission with a persuadertron and at least two miniguns. There are four executives to be persuaded and an unguided presence. Persuading a crowd of civilians then persuading the security forces and any hostile unguided is probably the safest tactic but not the easiest. This will also give you the persuadertron power needed to persuade the agents at the end of the mission. When using the persuadertron you will find it tough to get close to the enemy as their bullets will push you back. The solution is to run at them and if they start firing just

put on your super shield until they're persuaded. Keep your eye out for unguided carrying explosives and collect some so you can destroy the bank. Pick up the briefcases that are scattered in the blast.

4 GENEVA

Start with a persuadertron and as many miniguns as you can afford. To keep the scientists alive shoot anyone else you see who might have a gun. Ensure the area is clear before you persuade them. Look out for an executive being escorted by security men, he is carrying some cash. Mug him.

5 MATOCHKIN SHAR

Equip your men with miniguns, KO gas and a persuadertron. You'll get jumped at the IML as soon as you arrive so be ready. The Bluesky Labs are defended by security forces which you should persuade as they will help against the unguided onslaught that attacks you from all sides after you persuade the scientists. Once the unguided have been dealt with head back to the IML where a zealot ambush awaits. They will be using ion mines so be sure to clear the area before your persuaded people catch up. A zealot convoy will be ambushed by the unguided forces. This convoy possesses a large sum of cash – get it.

6 VANCOUVER

Start the mission with a persuadertron. Head through the city to the elevated car park and kill the unguided. A syndicate

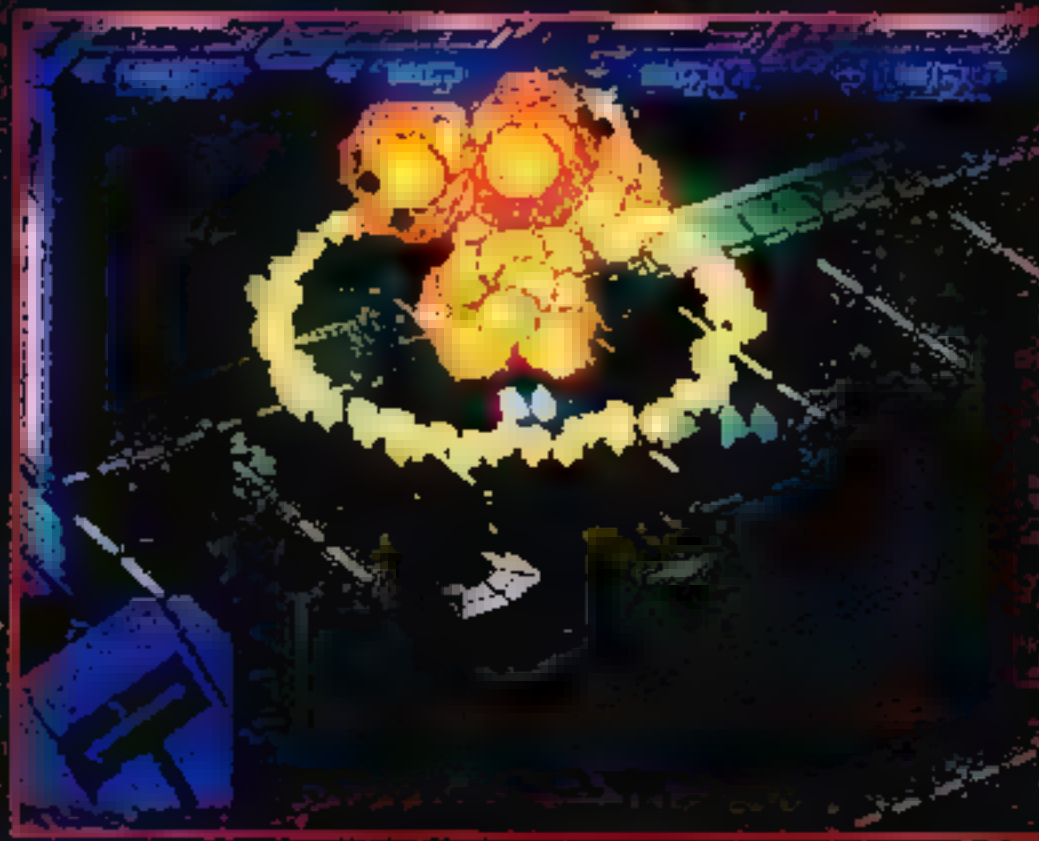
vehicle will arrive and two agents will get out. Kill them and steal the car. Attack the larger of the two compounds first to get a flying vehicle. Do not start persuading scientists yet as you will not want them to follow you into the church grounds. Now that you can fly, try attacking the zealots and take their cash and stuff. Now start persuading scientists. Kill off all enemy syndicate presence then lead the persuaded scientists back to the IML link.

7 SINGAPORE

Equip your agents with KO gas. All you have to do is get the centre vehicle to the rendezvous point. Use the long range rifles carried by the IML guards and take out one guard at a time. Run back to the rest of your agents and minigun any retaliatory strike. Use KO gas to buy some time. As soon as one of the enemy has entered the objective vehicle there is little you can do so when the guards are dealt with run into the bank courtyard and jump straight into the truck and shoot the remaining guards from inside.

8 PHOENIX

This mission is broken down into two problems: the unguided saturation of the city and the Zealot stronghold. The Punks will be everywhere but you'll be better off later if you take them out first. Target the punks robbing the bank next to the station. Use KO gas and miniguns and take out the bank guards and any punks near the back of the bank. Grab the money on the ground.



Oh yes. There's nothing more cunning than shooting up scenery to more effectively kill enemies standing in its way.



Looks like you've got a battle up ahead. Keep an eye on your operative's health and be ready to retreat if necessary.



ALWAYS NEED THE FOLLOWING

Here's some basic tips to keep you on the right track.

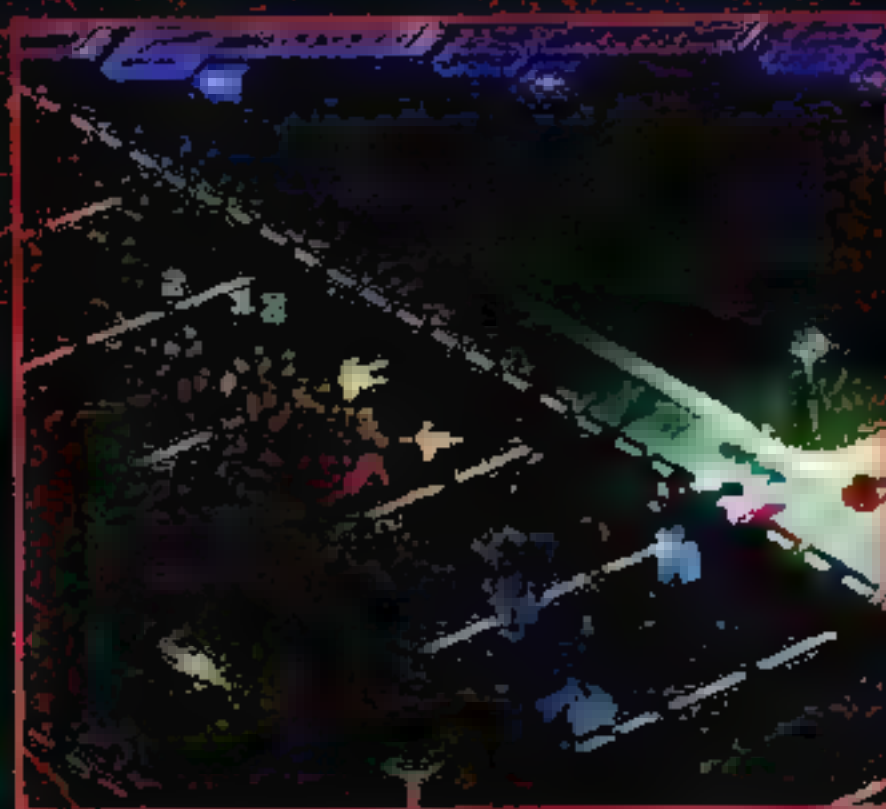
- 1 During the early missions keep your agents together. This will give you more firepower. Try to collect spare weapons during a mission and sell them at the end for much needed cash.
- 2 Research high explosive as soon as you can. You will need it to blow up the banks. Speaking of which, blow up any banks you come across. They hold money in underground vaults which can only be obtained when the building is destroyed. Watch out for a police response to your bank robbing antics.
- 3 Try to get a range of weapons across your agents and don't forget the high explosive for the banks. Watch out in case your explosive carriers cop it as their explosives are primed and will blow up unless you pick them up. Shooting the bomb will detonate it earlier.
- 4 The long range rifle is the most efficient weapon but it takes a long time to reload. Learn to sniper the first couple of adversaries then switch to another weapon for the rest of the gunfight. If the enemy outnumbers you then try KO gas or sniping from a distance.
- 5 Razor wire is effective when used as part of an ambush. It will injure the enemy and perhaps even slow them down long enough to sniper more of them off.
- 6 Flying vehicles that attack you cannot shoot you if you hide under a building. Always have healing kits with you and remember to use them. If the action gets too much then put on your super shield and run for it. Got it all that? Grrreat. You should soon be one helluva killer.



If you want to get anywhere you'd best start investing in cool weaponry such as this as soon as possible.

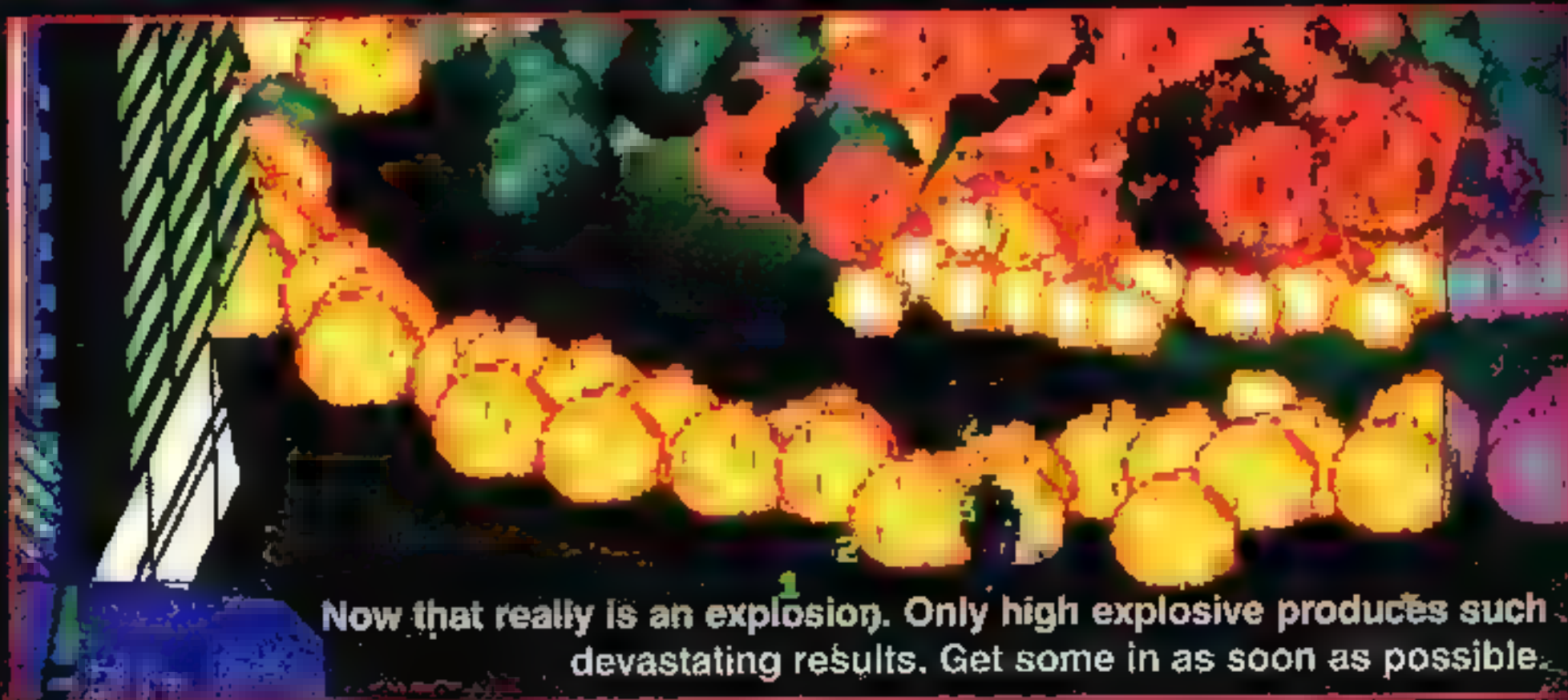
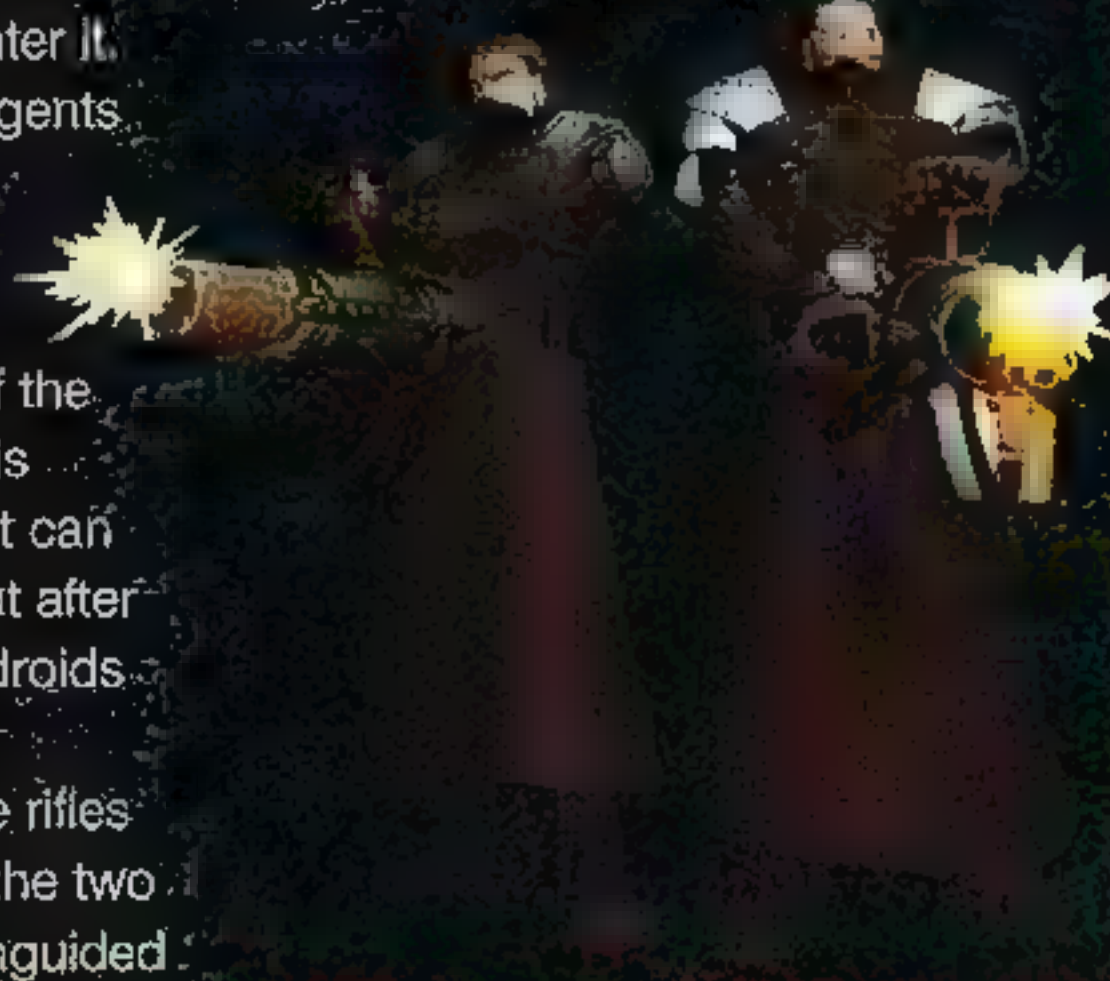
The unguided will be swarming all over you by now so use short bursts of minigun fire and a generous dose of KO gas. When your weapon energy is depleted run for it, picking off those who pursue you. Hide and recharge. The Zealot stronghold has outer and inner guards: take out the zealots at the entrance and enter the temple area. The inner guards will call for flying car backup when they start losing and may release crazy gas everywhere. Draw the Zealots out of the stronghold and hide around a corner for toe-to-toe gunfighting. Once the Zealots are dead grab the objective item and run for the IML.

9 ROME
There are four main areas that need clearing here. The first objective is a Punk stronghold which the enemy syndicate will hit with satellite rain as soon as you enter it. The best tactic is to run your agents into the area, kill a couple of unguided and flee. Stand across the street and sniper any Punks that make it clear of the devastation zone. Behind you is another smaller stronghold that can be easily stormed. Take this out after you have sniped the spider droids the Zealots have sent. These machines are tough so use the rifles and keep your distance. After the two strongholds there is another unguided



In a shoot-out always ensure that your enemy is feeling the full force of all four operatives' weapons.

area which is over the other side of the city. If you run in there one of them will drop KO gas so get off ground level as quickly as possible. Once this zone is cleared you will need a vehicle to get into the base. There are several cop cars behind the station on the opposite side of the city. Be careful, there are flame-throwing syndicate guards who will attack the police station. Let them. Clear up any survivors and steal a car. When you drive into the base stay in your car as long as possible, using it as cover. Ambush the patrols using KO gas. Your last objective is to get an agent who is holed up in the corner of the compound. Blow up the bank then attack. Watch out for the Cerberus' IFFs. Once you have killed him, you can pick an IFF up. That's it. More next issue. (DG)



Now that really is an explosion. Only high explosive produces such devastating results. Get some in as soon as possible.

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Fragile Allegiance (0040)

Gremlin RRP £39.99

Mine asteroids and build space fleets in this fantastic new strategy game from Gremlin. As an employee of TerraCorp you're up against five alien races, all competing with each other to plunder the asteroid belt of its riches. You can try a diplomatic approach, making pacts with your tentacled cousins, or else you can simply boil them into a primordial slime with your Star Destroyers. Remember *Asteroids*? *Fragile Allegiance* is miles better.



Realms of the Haunting (0041)

Gremlin RRP £44.99

This could be the game that changes adventures forever. Your father's mysterious death has prompted you to explore an old manor house for clues (when will people learn to stay away from old country mansions?). With its complex puzzles and involving first-person perspective, *Realms of the Haunting* puts you right into the terrifying action – just where you don't want to be! All the characters in the game were motion captured with the full motion video shot using advanced blue-screen techniques.



Simply 3D Super Pack (0042)

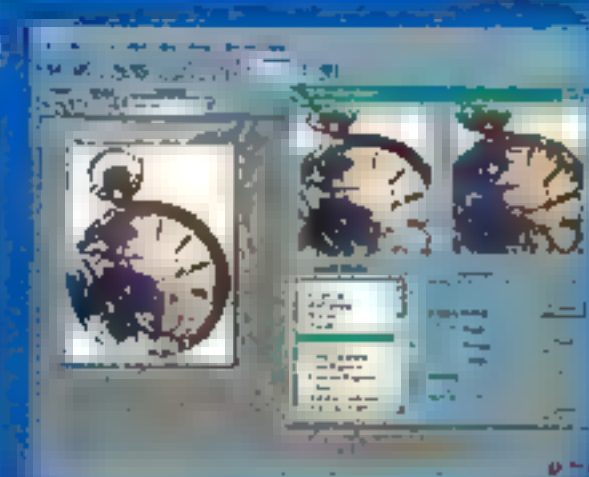
Micrografx Originally sold for £79

With its high performance rendering engine, mass file support, quality textures and materials and complete object control, *Simply 3D* is simply the 3D animation package you've always wanted. Keyframe animation enables you to define camera paths on the fly and focal lengths for each view. All you need is imagination. (Otherwise, try ripping off someone else's devastatingly attractive sci-fi film.)

Windows Draw 4 (0043)

Micrografx*

Windows Draw 4 is the ultimate printing and graphics studio. While there are many packages on the market combining every facet of image manipulation, few are so consistently reliable. You can use *Windows Draw 4* to produce all your postcards, letters, certificates and the like that you could possibly need. There's stacks of clipart and typefaces on the disc for use in your own projects.



Graphics Works (0044)

Micrografx*

Here's a complete set of graphics tools, all bundled into one pack. With *Graphics Works* you can wow your colleagues with your graphical prowess. There are drawing functions, with full support for Bezier curves, object manipulation tools and special effect filters. There's a whole suite dedicated to photo editing and, to top it off, *Graphics Works* even comes with a slideshow program for presentations.

*Please note: *Windows Draw 4* and *Graphics Works* are not boxed. You will receive the fully working program on a CD in a specially designed dual case.

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STAR WARS

3D EXTRAVAGANZA

Reactions were lukewarm around here when we first found out that the *Star Wars* movies were being rereleased. Then we found out about the digitally remastered footage and the haze of cynicism quickly lifted. Now we've seen just how computers have brought the *Star Wars* trilogy bang up-to-date in the special effects department, we're getting quite a bit more excited. Not to mention the pent-up euphoria that gathered energy in our souls when we recieved news that George Lucas is working on an entirely new set of *Star Wars* movies.

We know you're ecstatic about it too, and that's why we're bringing you this

massive fact- and value-packed feature all about *Star Wars*. Firstly, we're going to give you a bit of *Star Wars* history, reaching back deep into the '70s when Lucas was a mere lickspittle at the foot of the movie industry ladder. Then we'll bring you a detailed breakdown of the special effects used in the old *Star Wars* films, and how computers are being used to rework them for the cinema of the '90s. You'll find out all about the news scenes, when to watch for them and how they were done.

Elsewhere, *PC Review* gives you the chance to become an SFX master and render up your own A-Wing fighter. On

CD Review you'll find not only the full version of *Visual Reality*, but also wire-frame meshes of several *Star Wars* spacecraft. Meanwhile, within this very feature you're guided step-by-step through the process of rendering a solid, textured version of the A-wing.

Not only are the *Star Wars* movies being rereleased and a new series of films being made, but Lucasarts, the PC games arm of George Lucas' empire, is preparing to release three new *Star Wars*-based titles. Naturally we feel obliged to bring you the latest details on *Jedi Knight*, *X-Wing vs TIE Fighter* and *Rebellion*.

Read on for the definitive *Star Wars* 3D extravaganza...

Remaking the classics

"This is the story of Mace Windu, a revered Jedi-bendu of Opuchi who was related to Usby C J Thape, padawan learner to the famed Jedi," began the script George Lucas pitched to the big Hollywood studios 24 years ago. Four years later he had just completed the principal photography for his third – and to date still his latest – feature film, and was still struggling to bring his cinematic opus magnum to the big screen.

Could he have known then how big *Star Wars* would become? Could he have imagined that within a few years children around the world would be fighting over plastic figurines of the characters, or that two decades later people would be glued to their PCs playing games like *X-Wing*, *TIE Fighter* and *Dark Forces*? Quite

possibly all these things were part of the masterplan envisioned by Lucas' genius. It's more than likely, however, that he was occupied by more immediate worries in those days. Industrial Light and Magic was in its infancy and 20th Century Fox, the only studio to show interest in the 'Mace Windu, Jedi-benchu' script, had only given the filmmakers half the money needed to finish the film.

Back in 1974, Lucas turned down several lucrative TV jobs and continued to be supported by his wife, while he earned a measly – by movie industry standards – \$5,000 per year doing bit jobs on features such as *The Godfather*. But by November of the following year he was clawing his way up the stark cliff-face of the Hollywood system and had chosen his cast for *Star Wars*. By that time the script

had been refined three times in order for the project to get the green light from the Fox producers.

The competition for parts was tight. Notable actors such as Christopher Walken and Nick Nolte read to play the Corellian smuggler Han Solo, while Jodie Foster and Amy Irving (Steven Spielberg's first wife) tried for the part of feisty Princess Leia. Eventually, Mark Hamill won out to play the main character, Luke Skywalker, while Carrie Fisher snapped up the Leia part and Alec Guinness took the role of Obi Wan Kenobi. The biggest surprise was the casting of Harrison Ford, a carpenter by trade, as Han Solo.

The project motored on, with principal photography starting on 22 March 1976. Only 15 months later on 25 May 1977, *Star Wars* underwent its first public

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STAR WARS 3D EXTRAVAGANZA

THE CINE-PHILE'S GUIDE TO

A minute-by-minute listing...

TATOOINE - STORMTROOPERS AND DEWBACKS

Time check: 16 minutes

BEFORE: The Rebel droids have escaped with the plans to the Death Star, Vader has



The Imperial search for the Droids gets a more urgent feel as we get closer shots of the Stormtroopers riding their Dewbacks.

sent a squadron of Stormtroopers to look for Artoo Detoo and See Threepio.

AFTER: This scene has been superbly touched up using computerised effects, which were mixed in with new footage shot in California last year. The major innovations to watch out for are the Patrol Dewbacks, which now move across shots instead of being just seen on the horizon, and a new Imperial Lander. Overall, the improvements makes the Imperial search seem far more thorough.

MOS EISLEY - INTRODUCTION

Time check: 42 minutes

BEFORE: Mos Eisley was a hive of scum and villainy on a village scale.

AFTER: Mos Eisley is a hive of scum and villainy on a metropolis scale. The cityscape has been vastly improved, with taller, more impressive buildings. The satellite town feel to the city has also been partly removed by adding more people, creatures, droids and vehicles to the background.

MOS EISLEY - LANDSPEEDERS

Time check: 42 minutes

BEFORE: The landspeeders drive carefully behind low bushes/rocks, and indeed go round in circles to hide the fact that they are really wheeled vehicles supported by cranes.

AFTER: The impression of the speeders floating along is now complete: they move with style and grace throughout the new shots, never once showing a wheel, as these can now be masked out by more cunning devices - namely, computers. A computer generated landspeeder, complete with Ben, Luke and the droids, was also developed.

MOS EISLEY - RONTOSAURUS

Time check: 43 minutes

BEFORE: Nothing.

AFTER: This is an entirely new scene, in which a dinosaur, like the Brontosaurus in *Jurassic Park*, rears up on its hind legs throwing off its rider, a Jawa. There is also a scene in which another Ronto walks in front

of the camera. This is of course, all computer-generated.

MOS EISLEY - QUERYING BEN AND LUKE

Time check: 43 minutes

BEFORE: Ben and Luke are asked to show the centries their credentials, in what seemed like a back street of Mos Eisley.

AFTER: While being interrogated by the Stormtroopers, a small flying computer-animated probe droid buzzes the group. The street has become somewhat busier.

MOS EISLEY - HAN SOLO/GREEDO MEETING

Time check: 48 minutes

BEFORE: Greedo pressures Solo about his debts, so Solo shoots him.

AFTER: Using enhanced laser gun shots and unseen footage from the original film, Greedo now fires on Han first, missing. Only now does Solo pull his gun out and waste the poor Rodian.



In the originals Mos Eisley never managed to be the wild spaceport it was meant to be.

► viewing. (Fact fiends should note that all three *Star Wars* films were released on 25 May.) *The Empire Strikes Back* followed three years later, in 1980, and *Return of the Jedi* in 1983. The *Star Wars* universe quickly became one of the most popular science fiction pantheons ever.

Finally, after a 13 years 'brief hiatus' as he puts it, George Lucas is returning to *Star Wars*. To begin with, he's remade the original three movies using '90s special effects in certain scenes. This *Star Wars Special Edition*, as it's called, is basically a clean-up operation in which *Star Wars*, *The Empire Strikes Back* and *Return of the Jedi* will be rereleased, with digital special effects for certain scenes Lucas wasn't quite happy with. "The new films will bring the trilogy closer to my original vision,

without the technological constraints I experienced when I first made the films," he told an interviewer.

And all this is just a warm-up for something truly special: a new series of *Star Wars* films. Films entitled *The Clone Wars*, *The Rise of Darth Vader* and *Fall of the Republic* - parts 1, 2 and 3 - have just gone into pre-production, with the first draft of *Clone Wars* completed. The initial casting has taken place and the new pictures are costed at some \$1 billion.

Redo or make do?

There is a certain sense of urgency about remaking the films for the *Special Edition*. Filmed with CRI film stock, the originals are now degrading. "Great works of art from the Renaissance have lasted for

centuries," complained Lucas, "but films made 20 years ago are deteriorating".

It took over a year to produce new negatives of sufficient quality, and Lucasfilm still had to use computer techniques to restore the optically printed effects, where film stock can have up to ten layers. According to Rick McCallum of Lucasfilm, "Four or five years ago it would have been impossible to do this job".

During the restoration period, it was decided that, as with *Blade Runner*, missing scenes could be cut into the original movie. Around four minutes of new footage will be added to *Star Wars*, one to the *Empire Strikes Back* and two to *Return of the Jedi*.

But why restore and update *Star Wars* at a cost of \$10 million? Principally, the



Look, no wheels. The Special Edition has more exciting shots of Landspeeders.

THE ALL-NEW STAR WARS

MOS EISLEY - THE MEETING BETWEEN JABBA AND HAN

Time check: Not in original film

BEFORE: An actor played Jabba in a scene that was originally cut from *Star Wars* due to time constraints, money restrictions and creative differences over what Jabba should look like.

AFTER: A rendered Jabba has been created and placed into the footage, masking the human Jabba from view. The scene is unbelievably good. Watch out also for a cameo appearance of Boba Fett in this scene, and a sequence where Solo steps on Jabba's tail causing him to squeal like a very fat thing indeed.

MOS EISLEY - FALCON LEAVING

Time check: 55 minutes

BEFORE: The Falcon takes off from Mos Eisley spaceport, complete with matte lines and earthly telephone poles in view.

AFTER: The telephone lines have gone, and now the Millennium Falcon shoots away from the city as it has been computer-enhanced with blur lines to give the extra impression of speed. Maybe now it *could* do the Kessel Run in less than 12 parsecs.

ARRIVAL AT YAVIN

Time check: 1 hour 38 minutes

BEFORE: Fewer than 30 Rebel fighters flew past the planet Yavin on their way to the Death Star. Funny how the Imperials could build this amazing battlestation but miscount the number of ships attacking it - they claim 30 in the dialogue!

AFTER: Superb computer-animation of 30 X-wings and Y-wings pan and scan past a

similarly created Yavin. This scene shows off ILM's mastery of creating ships using computers, before stunning you with what they can do in battle.

BATTLE FOR THE DEATH STAR

Time check: 1 hour 40 minutes



The new big screen X-wings can now swerve and skid through space just like they do when you're flying them in the X-wing game.

BEFORE: Relatively slow X-wing fighters dog-fight slow TIE fighters against an average background.

AFTER: The turbo charge button has been pressed. The fighters speed, swoop and skid their way around the trenches and carapace of the Death Star, producing a much more impressive finale to the picture. The new fighters have been interspersed with their original stop-motion predecessors to add more colour and excitement.

THE EMPIRE STRIKES BACK

HOTH WAMPA

Time check: 5 minutes

BEFORE: A shy but vicious creature knocks Luke Skywalker from his Tauntaun and hangs him upside down in its ice-lair.

AFTER: A ferocious and vicious creature knocks Luke Skywalker from his mount etc.

The scenes involving the Wampa have been enhanced by adding new footage of a man in a furry suit eating bloody meat and showing his teeth. Scary stuff, but still predictable movie-wise.

BESPIN, THE CITY IN THE CLOUDS

Time check: 1 hour 14 minutes

BEFORE: A quick long shot of Cloud City is seen before the Falcon lands to meet Lando Calrissian.

AFTER: The setting of Bespin is now better established. The Millennium Falcon swoops between towers and bridges after a breathtaking shot through the Falcon's cockpit.

RETURN OF THE JEDI

LAPTI NEK DANCE ROUTINE

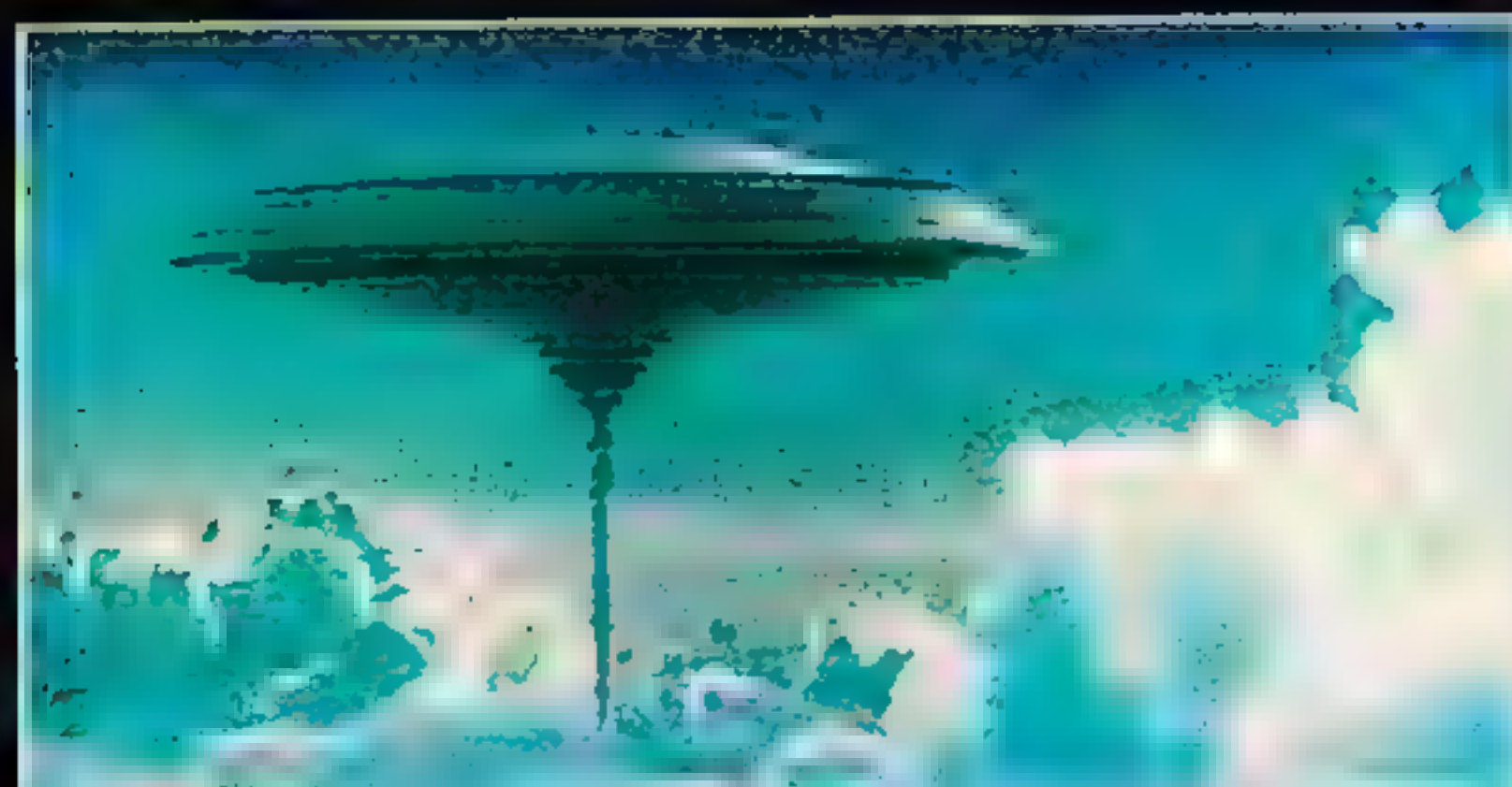
Time check: 13 minutes

BEFORE: A relatively short musical number that helps set the scene in Jabba's palace.

AFTER: The Max Rebo Band's set has been increased, as has the number of members, with new footage of Oola dancing along to the music. This was apparently one of George Lucas' regrets about Jedi - that the scene wasn't longer.



No more matte lines around the motion control filmed AT-ATs.



As with Mos Eisley, Bespin is made to feel like a real city.

argument is that its once revolutionary special effects are starting to look dated. After films like *Jurassic Park*, *Forrest Gump* and *Jumanji*, the movie-going public demands that new science fiction, fantasy or action pictures are bigger and better than their predecessors. This means more computer-generated effects. Until a few years ago, however, this simply wasn't possible, as George Lucas pointed out: "Computers weren't powerful enough for the next *Star Wars* trilogy and the technology still wasn't quite there"

Doin' it SW style

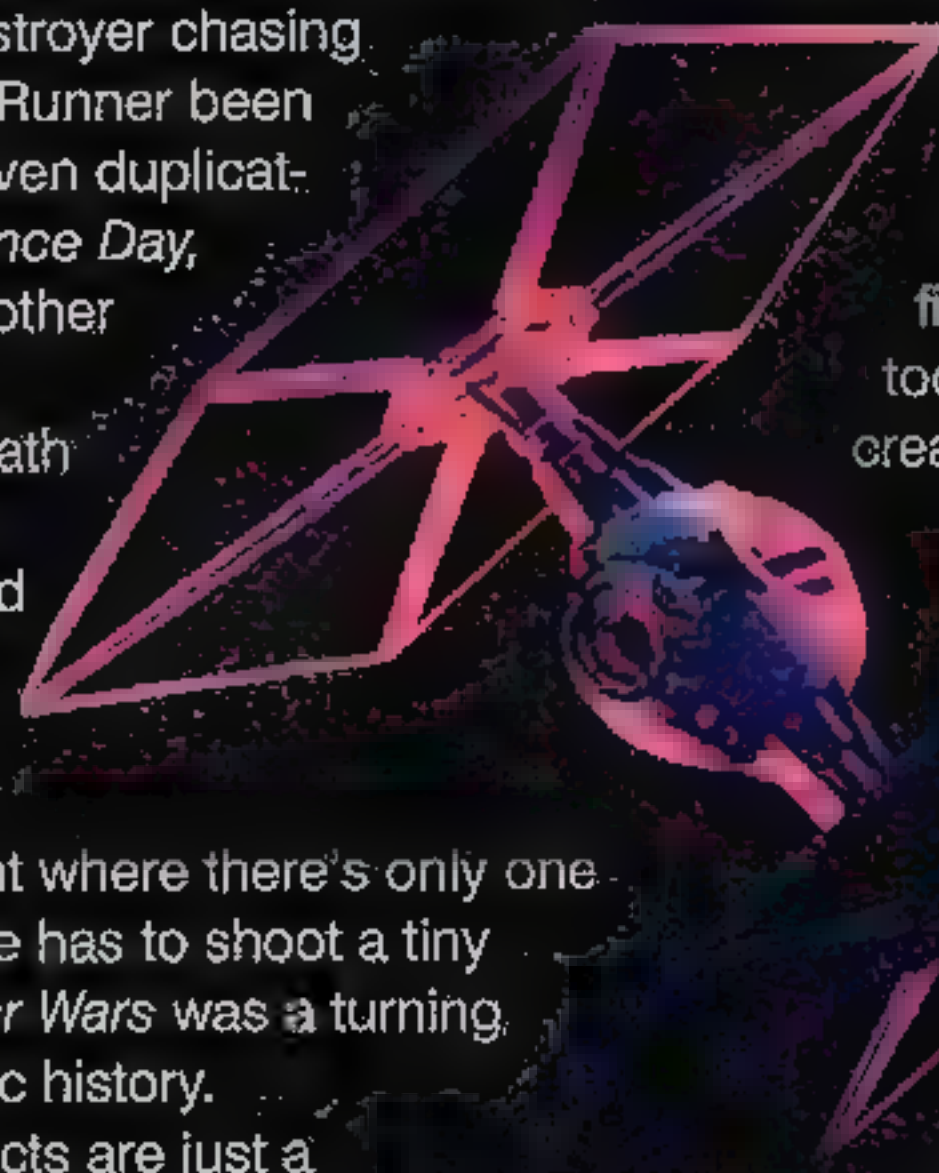
Can you think of a film that doesn't include some of the effects created or refined by ILM during the making of the *Star Wars* trilogy? Modern cinema owes a debt to *Star Wars* and people forget how

revolutionary it was back in 1977. How many times has the opening shot of the Imperial Star Destroyer chasing Leia's Blockade Runner been copied? It was even duplicated in *Independence Day*, as were several other scenes, like the attack on the Death Star, which can easily be equated with the final attack on the alien ship, right down to the point where there's only one fighter left and he has to shoot a tiny exhaust port. *Star Wars* was a turning point in cinematic history.

"Special effects are just a tool, a means of telling a story.

People have a tendency to confuse them as an end to themselves," explained

Lucas. "A special effect without a story is a pretty boring thing. One of the fatal mistakes that almost all science-fiction films make, is they spend too much time on the settings and creating the environment, and waste film time on it, showing off, slowing down the pace of the film". Yet this can't be said of *Star Wars*, which has its own style, featuring fast movement across action frames and quick editing. This style comes naturally to Lucas, who loves fast





STAR WARS 3D EXTRAVAGANZA

- After move Show front face
- Don't redraw objects
- Quick object move
- Wireframe and rendered
- Toggle view
- Return to default magnification
- Decrease magnification
- Increase magnification
- Magnify area
- Side view
- Front view
- Top view
- Camera view
- Colour toolbox
- Normal toolbox
- Select toolbox
- Move toolbox
- Render toolbox
- Save project
- Load project
- New project

MAKE YOUR OWN

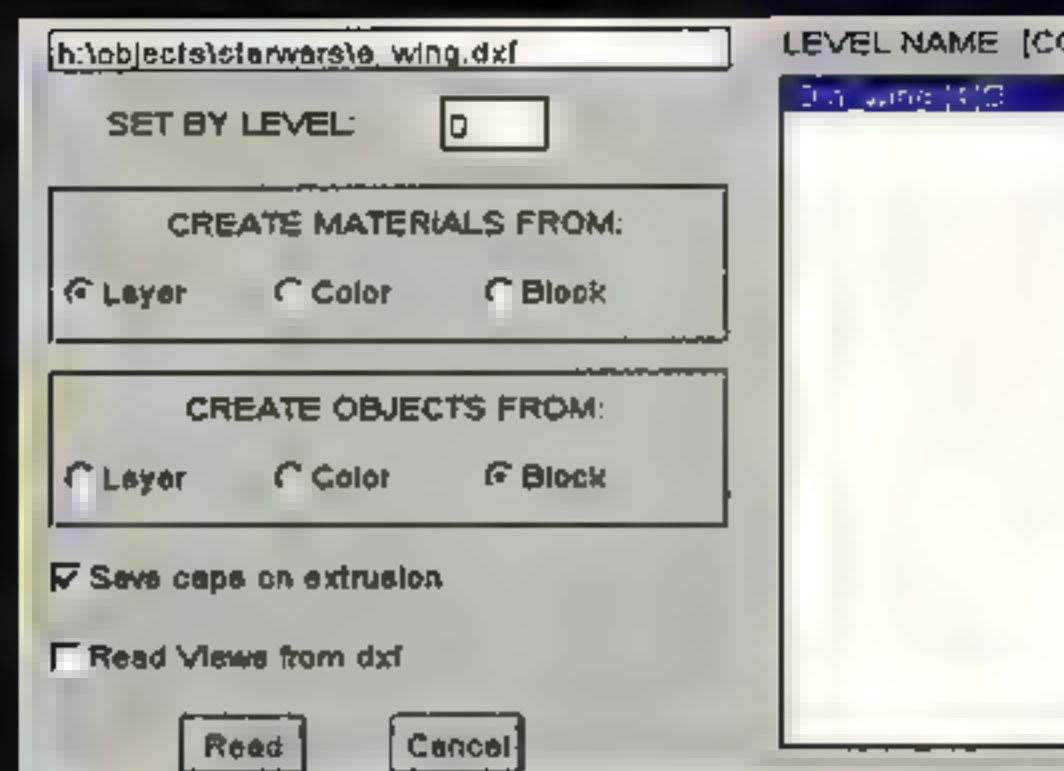
With Visual Reality on our cover CD and this easy-to-follow guide,

Welcome to Visual Reality, one of the most exciting programs PC Review has ever had the pleasure to give you. The program, indeed, which could set you on your way as a world-class designer of cinematic 3D special effects. This is no demo or time restricted copy, it's the complete program, and it's just waiting for you to bring the *Star Wars* spacecraft to life. Or anything else you'd care to design for that matter.

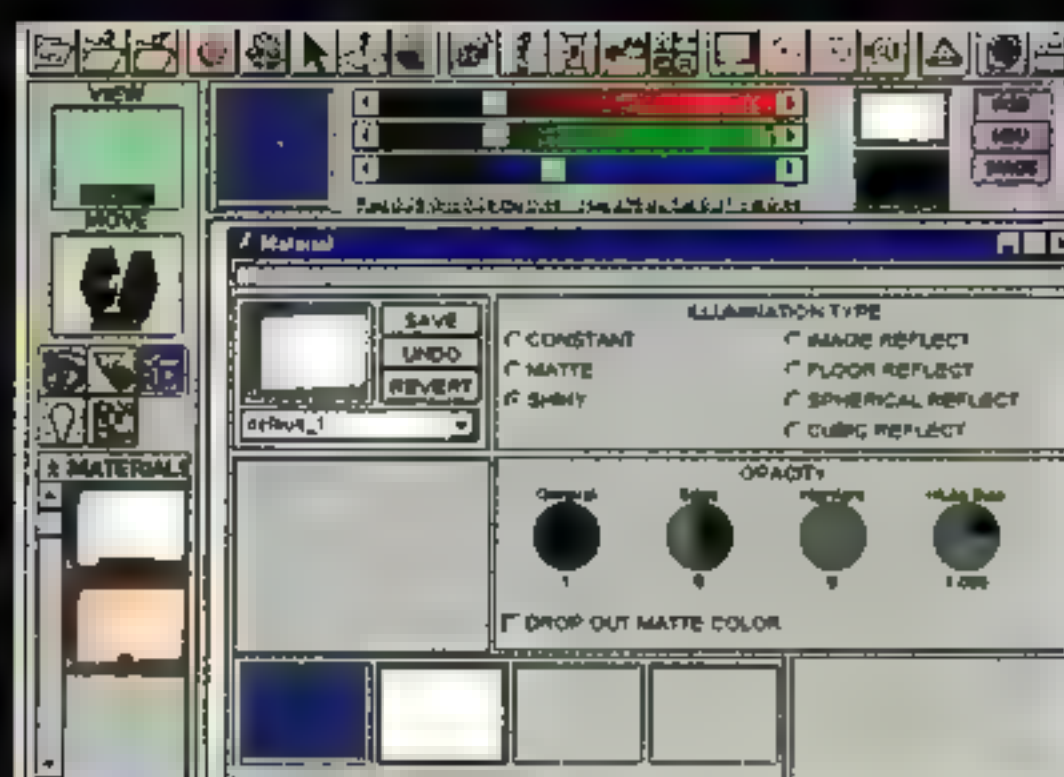
To help you make the most of the program, we've included a selection of *Star Wars*-style models which have been painstakingly created so that you can relive your favourite scenes from the movies. They're stored in industry-standard DXF format, so you can also import them into any other 3D programs.

If you're feeling adventurous, you can use *Visual Model* to create your own original models, and if you're into DTP or multimedia, you can quickly produce stunning text effects and logos using *Visual Font*. And, if you're feeling really ambitious, you might even want to try your hand at animation using *Visual Motion*. The universe is your oyster, as they say.

As when first using any powerful program, it'll take you a while to come to grips with *Visual Reality*, but its drag-and-drop interface is quite intuitive once you've used it for a little while. That's why we've brought this quick and easy tutorial. It'll take you less than half an hour to complete, by which time you'll have created your first stunning image! Before you dive in, just remember, there's an indispensable help strip at the top of the screen, and it usually tells you what options you're selecting and what to do next. Happy rendering!



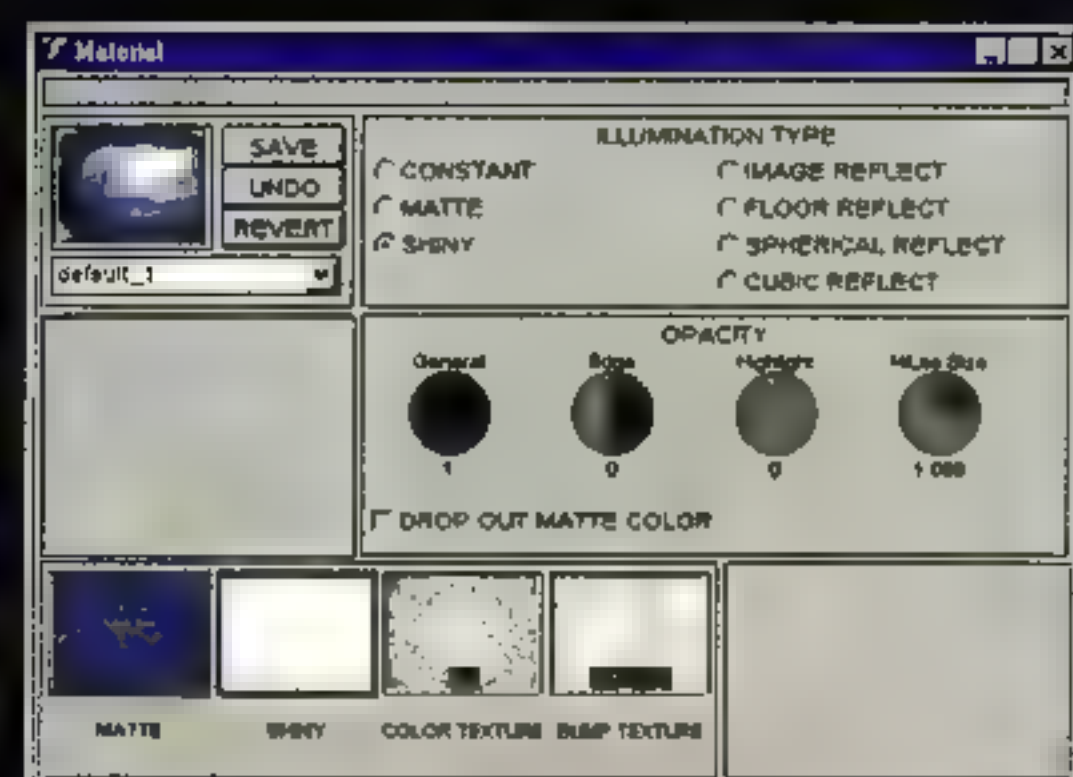
1 *Visual Reality* comprises a suite of 3D tools, but for this tutorial we'll be using *Renderize Live*. *Renderize* is used to create a scene, compositing the elements created in the other programs. When the program's loaded, select File/Load Object. Ensure that the file requester shows DXF objects, and go to the STARWARS directory on the CD. Load the A-Wing model. In the requester, select Create Materials from Layer and Create Object from Block. Click Read.



6 At the moment, all the models are the same pink colour. Go to the Materials and right click the default material icon, then choose Edit. A new requester will appear. Set the Illumination Type to Shiny. Right-click on the Matte well to open the palette (you may need to click more than once). Switch to RGB controls in the palette and create a dark bluish-grey colour, by setting the red and green sliders quite low, and the blue one slightly higher.



2 A new tool palette (Resources) will appear at the left of the screen. Click the View icon to set up the scene in which the ship will be placed. In the View list, you'll see the pale green default view. Click on it and drag it into the View well at the top left of the screen. When you release the mouse button, a copy of the default view will appear. Now drag and drop a copy of the scene from the View well into the Move well below it.



7 Select the Image Resource palette again. Drag the Foil image into the Colour Texture well and the Ref_Map image into the Bump Texture well. You've now created a 3D material. Click Save, then Replace to store the new material. Click the Materials Resource icon and your material should be visible. Drag it from the palette, and drop it on top of the A-Wing model in the window. If you want to create textures for the TIE Fighters, try modifying pink material 0.

►cars and racing, especially evident in first film's Death Star trench run.

When *Star Wars* was in development there were two main theories on special effects. Firstly, the 2001: A Space Oddity school, where every detail had to be correct and lifelike, and the old 1950s B-movie effects, where the thrill was everything and it didn't matter if you knew the creature from the Black Lagoon was a man in a suit. *Star Wars* fell between these two schools by creating effects that seemed real but were fantastical.

The simplest of all special effects is the man-in-a-suit variety: Chewbacca, for instance. The second way of producing a realistic creature is to use live animals (dressed up a bit, maybe) blended in with the background action. This idea was first used in *Journey to the Centre of the Earth*.

Remember the Tusken Raiders' Banthas? They were elephants covered in furs.

A third way is to use actual size models operated mechanically, like the ants in *Them!* The downside is that, as the models are so large they tend to look too unrealistic before you even let movie magic work its wonders, and so the technique is rarely used.

Filming using large models requires stop-motion photography, which is used extensively throughout the *Star Wars* trilogy. These are what really made the *Star Wars* special effects revolutionary.

The first stop-motion creatures, used in the *Beast from Twenty Thousand Fathoms*, were made from clay. They later showcased in *King Kong*. Stop-motion photography is the process where the action is filmed frame-by-frame, making

minute adjustments to the action or model between shooting each frame. It's very time-consuming and the end result can look mechanical. In *Star Wars*, many of the ships in the Death Star scenes were shot using stop-motion photography.

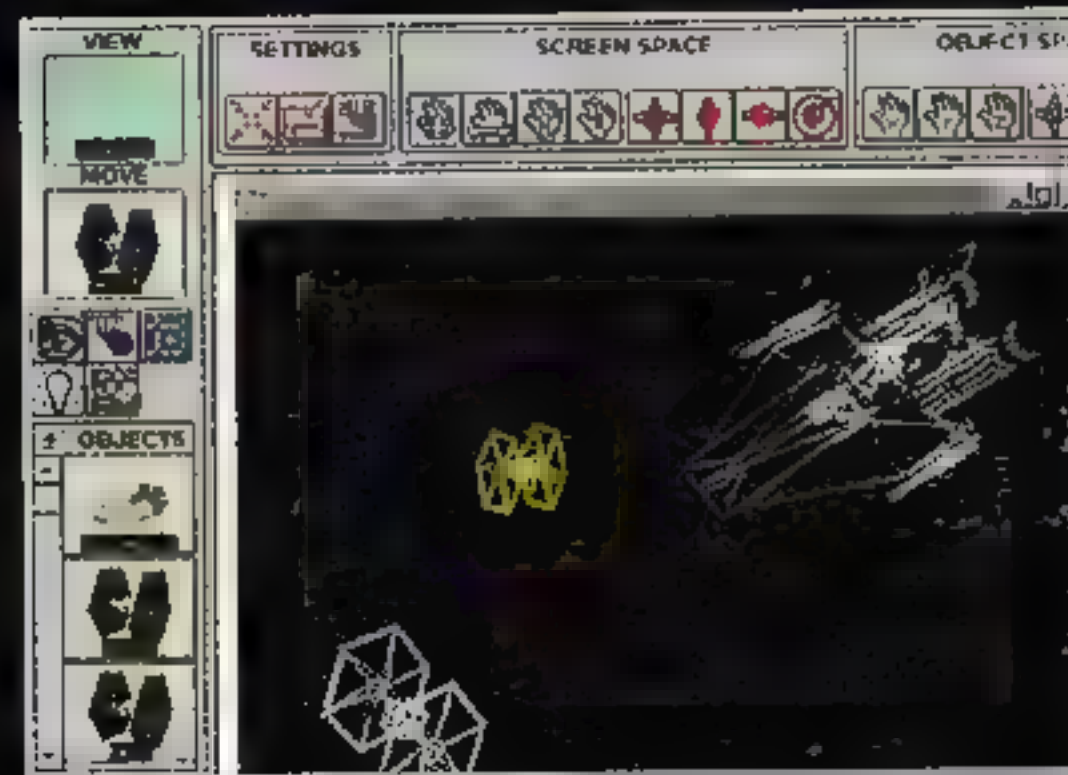
"In the first film we took special effects from a kind of zero point, and got it up and running to the point where I could tell the story I wanted to tell – a space battle, a fast movie, get the point across just barely. A lot was done editorially, with tricks by sleight of hand, but we had gone so far in realising a concept of special effects in just moving spaceships... to give a dramatic impact," George Lucas explained. "It's like an artist's palette. With the first film we maybe had 20 colours to paint with, by the third, 40. It doesn't mean it will be a better painting, but it

STAR WARS

you'll be able to create your own Star Wars-inspired renderings...



3 Select the Object Resource palette, and drag the A-Wing icon to the main window. Open the Move toolbox and select Move Camera In and Out. Click in the main screen and drag the cursor downwards to zoom out. The A-Wing will appear. Continue until it's a third of the width of the window. Left click the A-Wing icon in the Objects Resource palette and Choose Move. Use the Move and Object space rotate controls to position the ship at the upper right corner.



4 Select File/Load object, and then load the file called Tie. Go to the Object Resource list and right-click on the TIE Fighter icon, then select Copy. Click OK when it asks for a name, and select Copy when asked whether you want to copy or clone the object. You now have two Tie Fighters. Using the same process that you followed in step 3, carefully position the two ships in your scene so that they appear to be engaging the A-Wing in a dog fight.



5 Go to the File menu again, and select Load Image. In the Tutor directory on your Visual Reality cover disc, you'll find three files called CLOUDS.RAW, FOIL.TGA and REF_MAPTGA. Load all three, and then click on the Image Resource palette. You'll see three icons. Drag the cloud image from the palette into the main window. You've now created a cloudy sky background against which the models can be rendered. It's starting to take shape!



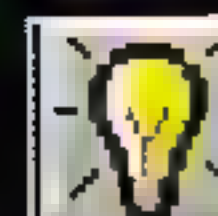
VIEW



OBJECTS



MATERIALS



LIGHTS



IMAGE



8 All that remains is to render your scene. Open the Render Toolbox. In the Render to Screen section, click the arrow and change the setting from 1/2 (320 x 240) to 1 (640 x 480). Under Options, select the last three icons to activate Anti-aliasing, High Quality Texture Mapping and Improved Texture Sampling. Now, simply click the first of the three render buttons (Render Entire Viewport). Within 10 minutes, you'll have a stunning image!



When you've followed our tutorial through to its completion this is what you should see

CD REVIEW

Visual Reality 3D Objects
The meshes included on the disc are not designed or endorsed in any way by the Lucas organisation. They are reinterpretations of Star Wars designs and are freely available in the public domain. We took our meshes from the CD compilation 3D Objects (available from Weird Science ☎ 0116 234 0682). See page 15 for a chance to win the disc and page 90 for the locations of similar meshes on-line.

3D OBJECTS

The meshes included on the disc are not designed or endorsed in any way by the Lucas organisation. They are reinterpretations of Star Wars designs and are freely available in the public domain. We took our meshes from the CD compilation 3D Objects (available from Weird Science ☎ 0116 234 0682). See page 15 for a chance to win the disc and page 90 for the locations of similar meshes on-line.

gives the artist more to play with and to advance the art".

Two new techniques were created for the *Empire Strikes Back*: go-motion (or go-mo) and motion control. They were needed for the tauntauns and the imperial All-Terrain Armoured Transports (AT-AT walkers). Stop-motion filming was too jerky – the tauntauns had to run as if they were alive and the AT-ATs had to move smoothly like mechanical animals.

The tauntauns were motorised models that could be moved slightly by computer while the camera shot one frame of film. This introduced a slightly blurred shot which removed the inherent jerkiness of traditional stop-motion photography. Go-motion at work.

The AT-AT walkers were also computer-controlled, but this time so were

the cameras. This enabled the filmmakers to recreate the scene identically time after time, essential if blue-screen tricks are to work. The motion control technique removes some of the jerkiness associated with stop-motion and tends to give the subject a mechanical style of movement which was perfect for the AT-ATs.

How things have changed

These techniques are now as outdated as hula hoops. Graphical models can now be created entirely by computers. Using computer-generated imagery enables filmmakers to choose what sort of motion a creature, droid or vehicle should have. In the *Special Edition*, ILM has created a new droid (Thindroid or ASP) that's completely computer-generated – there are no physical models. It walks not

unlike the chicken walkers in *Return of the Jedi*; look out for it swaggering past the camera in Mos Eisley.

Not only can style of motion be determined far more easily with a computer, designers can also edit wireframe models before adding rendered skin or surface textures. They have more creative control.

Many models made for the first films are now redundant, since the new Death Star scenes cut between old shots (using real models) and new shots utilising computer-generated X-wings and TIE fighters. The new craft are more mobile, as they exist in computers, unrestrained by the laws of physics. They swoop and skid to their targets, whereas previously they only flew in straight lines.

Once a model has been created on-screen, it's then a matter of



STAR WARS 3D EXTRAVAGANZA

FOUR FROM LUCAS

Like its big brother Lucasfilm, LucasArts has a few new goodies in store for us next year...



This is Jack Sorensen, president of LucasArts. With his company's long tradition of excellence, it was perhaps inevitable that the first dream ticket Star Wars games would be blockbuster hits. Here we investigate why you'll get all excited by the next sci-fi salvo from the LucasArts stable.

PUBLISHED BY...

All these games will be published by Virgin Interactive. ☎ 0171 368 2255.

X-Wing vs TIE Fighter

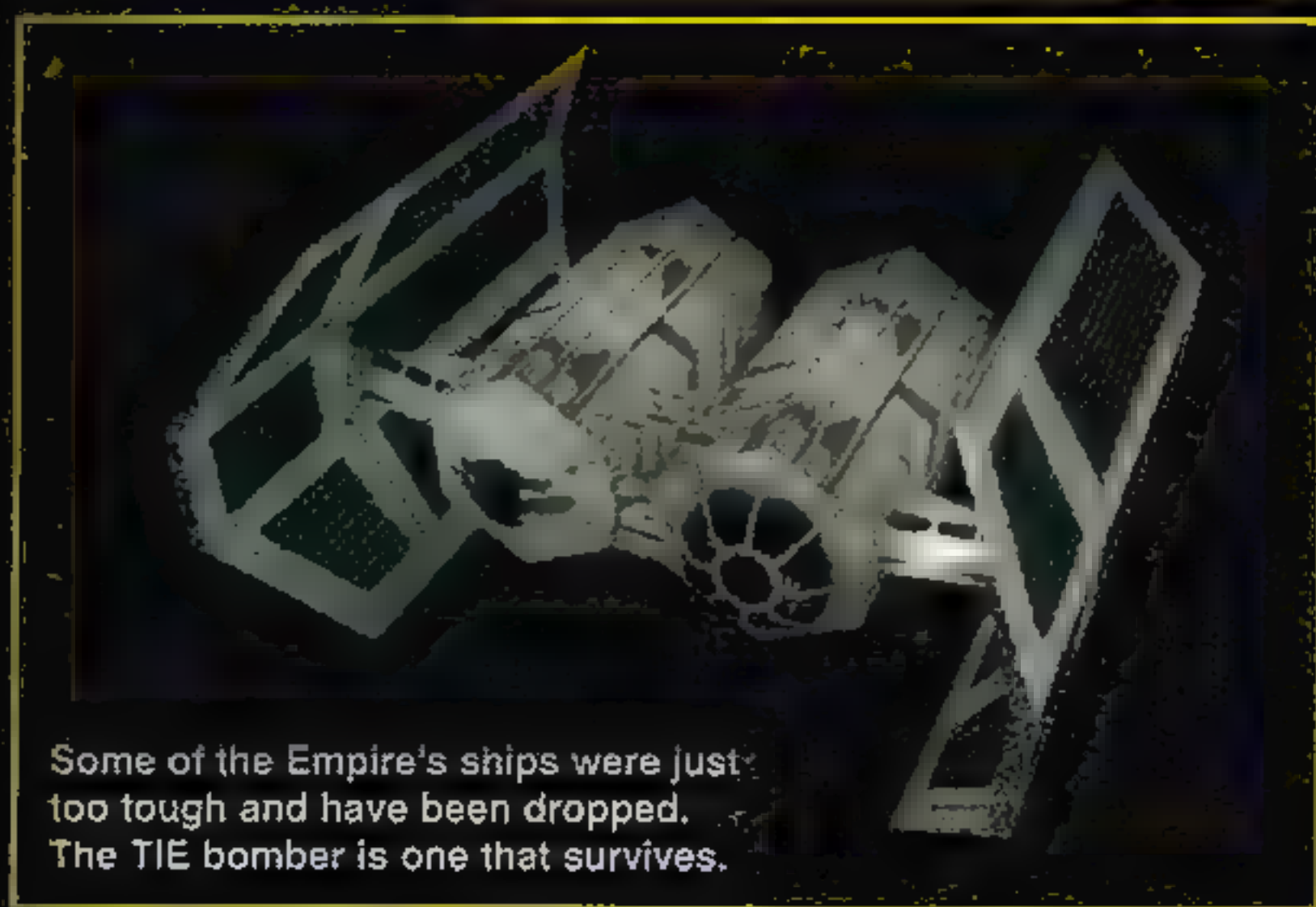
How we loved shooting TIE Fighters in *X-Wing*! How we died to down X-Wings in *TIE Fighter*! How we longed to take each other on across the network...

Fixing the glaring multiplayer hole is perhaps *X-Wing vs TIE Fighters* biggest triumph. The best thing about Star Wars films was always the camaraderie. The banter on Hoth, the cheery humour of the doomed X-Wing pilots as they flung themselves against the Death Star. In this spirit, LucasArts is planning the most ambitious teamplay yet. Human squadrons will attend joint briefings where each member is allocated a mission objective. Once you've launched, you'll need to stay in constant contact. To destroy a Star Destroyer and keep alive, you'll be relying on your mates – on second thoughts, perhaps the Empire is still recruiting.

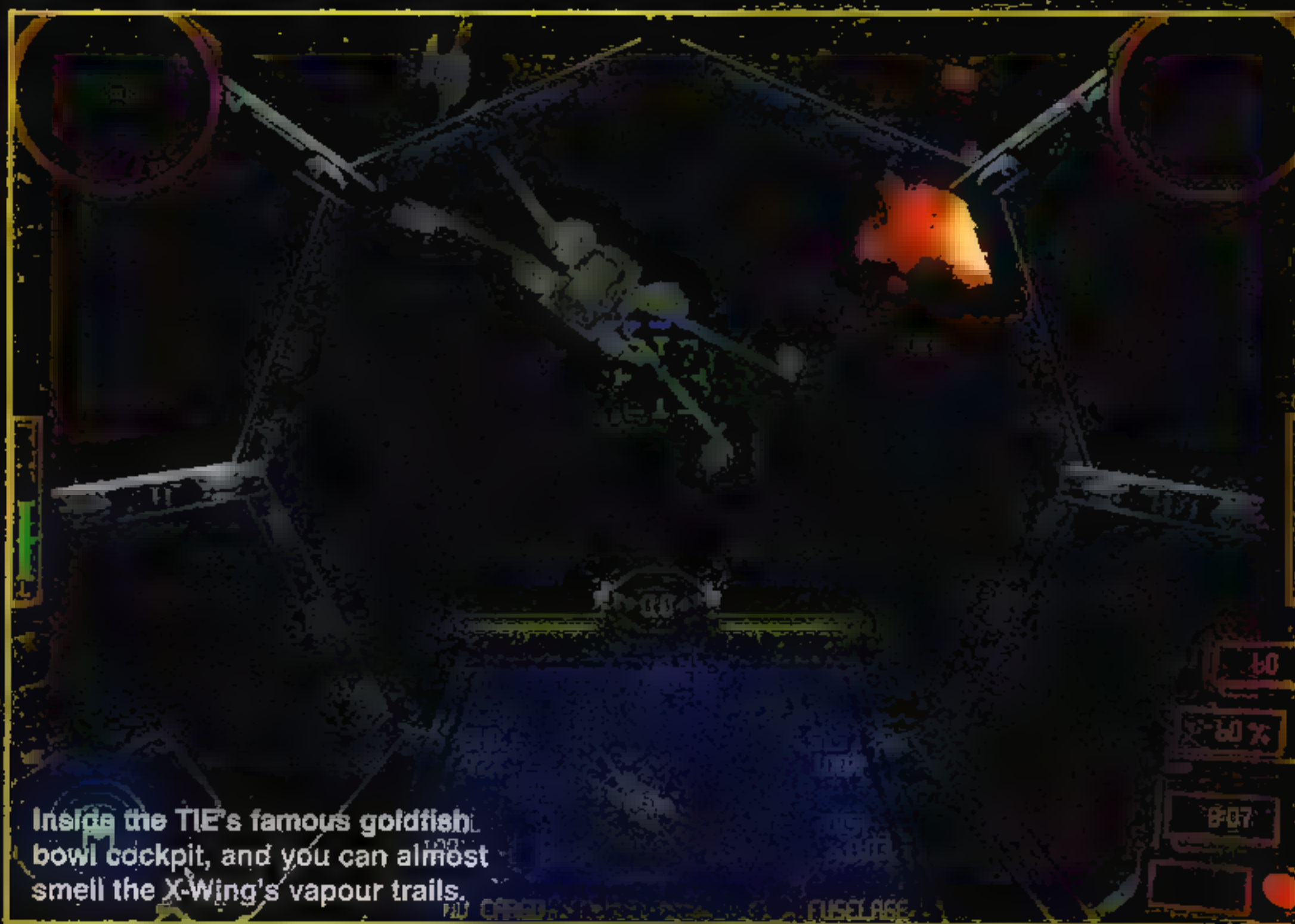
"It's more than a case of killing every enemy ship at your leisure," explains LucasArts' Larry Holland. "One player in an A-Wing may have to locate a particular enemy storage container while another in a Y-Wing clears some enemy mines. A final ship defends the group. While all of this is going on, the opposing force will have their own missions to prevent this happening."

Graphically, *X-Wing vs TIE Fighter* continues the escalating standards set by its predecessors. Now in SVGA, the ships are texture-mapped, and on exploding they're truly fiery. Meanwhile, single-player missions take in all the Star Wars favourites, including asteroid fields, junk yards and even a space war high above the forest moon of Endor.

Expected: Originally Christmas, it's now slipped.



Some of the Empire's ships were just too tough and have been dropped. The TIE bomber is one that survives.



Inside the TIE's famous goldfish bowl cockpit, and you can almost smell the X-Wing's vapour trails.

RESPECT TO...
It'd be rude not to thank two magazines *Star Wars Insider* and *Star Wars Magazine*, and two videos *Plastic Creatures* and *From Star Wars to Jedi: The Making of a Saga* for their contribution to this feature.

► deciding how you want it to look – shiny, matte or textured. This can be achieved by taking a photographed texture from the real world and overlaying it on the model. The computer then takes care of all the shading and joining of seams. A fully-developed model can then be printed straight on to film without the need for specific blue-screening.

Blue-screening is the process whereby a foreground shot is filmed in front of a blue screen. This is then optically rephotographed to produce a black and white matte image that's combined with the actual background to create a hole that the foreground can be projected into. With this footage, it's possible to put your actor or model in any situation.

Sometimes, though, the technique produced matte lines around the fore-

ground object. Today, we don't expect to see these – this is one reason why *Star Wars* is looking dated.

In the new *Special Edition* these matte lines have been removed as much as possible. This can be done in two ways. The first is to reshoot the shot, which is costly and may not be possible. The second is to blur the outlines of the superimposed element. The major scenes in the *Special Edition* that have been treated this way are the Death Star trench run, where the ships have been blurred slightly around the edges. This also makes the ships appear to move faster.

Creating the creatures

Computer-generated images are now the norm in movies, and were developed by ILM in the mid-1980s, being used to

stunning effect in films like *Jurassic Park*. Indeed, one of the dinosaurs from *JP* has been adapted for the *Special Edition*. The Brontosaurus seen plucking leaves from trees makes a modified appearance in Mos Eisley. In this scene a speeder bike swerves in front of the dinosaur, startling it. Its Jawa passenger in turn ends up hanging from the creature's reins!

This scene is a technical marvel, as it incorporates various digital pieces. First of all, there's the Rontosaurus itself, but there are also the environs of the city. The cityscape has been increased in size, with the buildings enlarged and generally made more *Star Wars* in style and effect.

There are also many more people walking around the shot, employees of ILM filmed earlier this year walking around a parking lot. These images are then

Jedi Knight

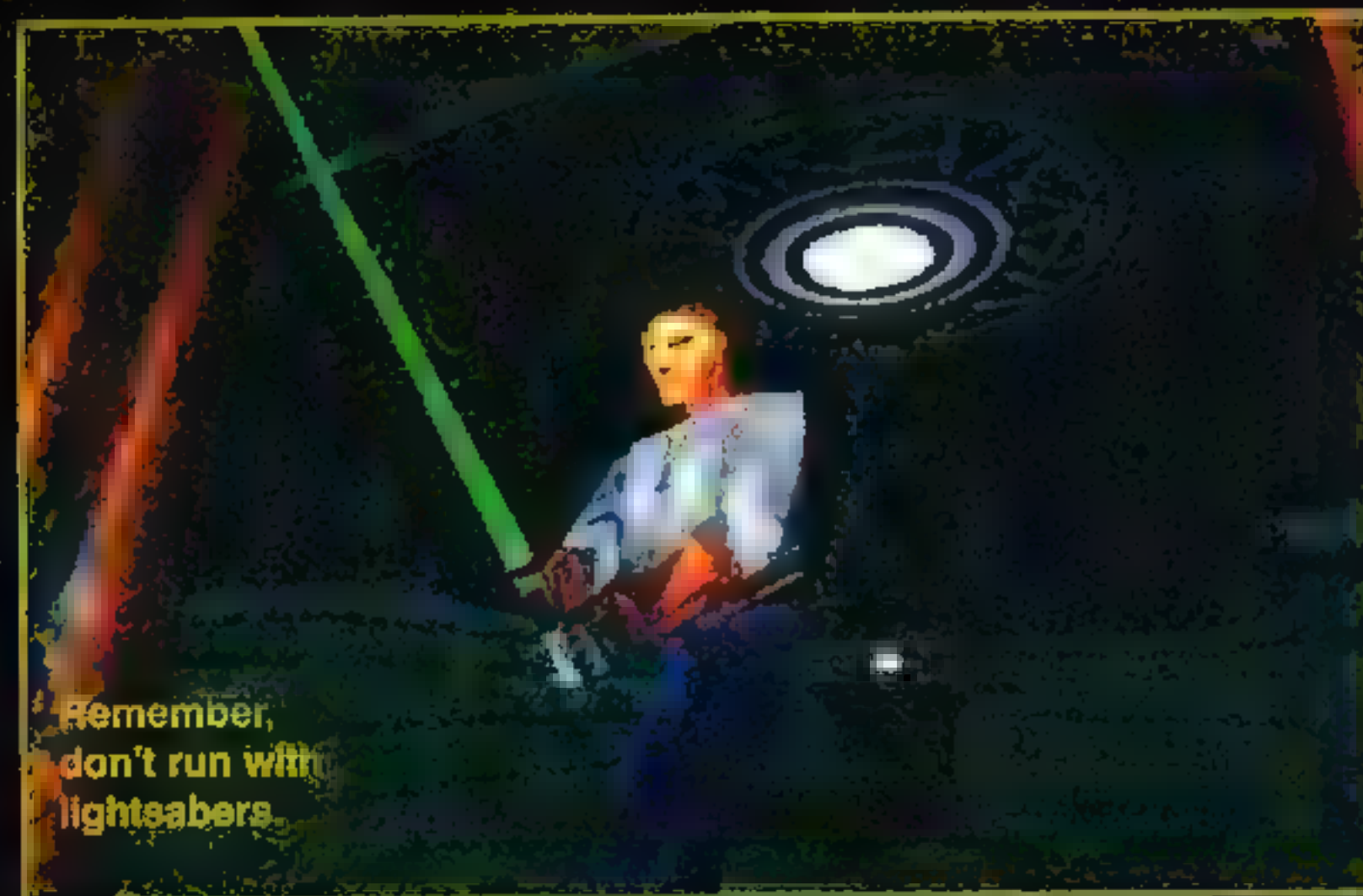
Another title set to push the gaming envelope is the sequel to *Dark Forces*. In *Jedi Knight*, you'll need more than just your blaster. "We've incorporated live-action cut-scenes and the ability for players to use lightsabers and the force," says co-Project Leader Justin Chin.

Jedi Knight continues the story of Kyle Katarn, the young mercenary sent to spy on the Empire. As Kyle, you'll learn about the force and the legendary lightsaber. While attempting to stop seven Dark Jedi from raiding a sacred Jedi burial ground, you'll be forced to choose between the Light and Dark side. Walk into the Light and face

apparently insurmountable odds. Choose the Dark side and sure, you'll get awesome powers, but let's face it, you're never going around Yodas for tea.

Jedi Knight promises to match the storyline with unique role-playing advancement. Killing baddies earns you experience points which you can then spend on selected skills. Levitation, stealth and maybe even Obi-Wan's favourite, suggestion, are all to be included. With multiplayer support and a 3D world full of arches, lift shafts and precipitous overhangs, *Jedi Knight* looks like the most atmospheric first-person game yet.

Expected: May

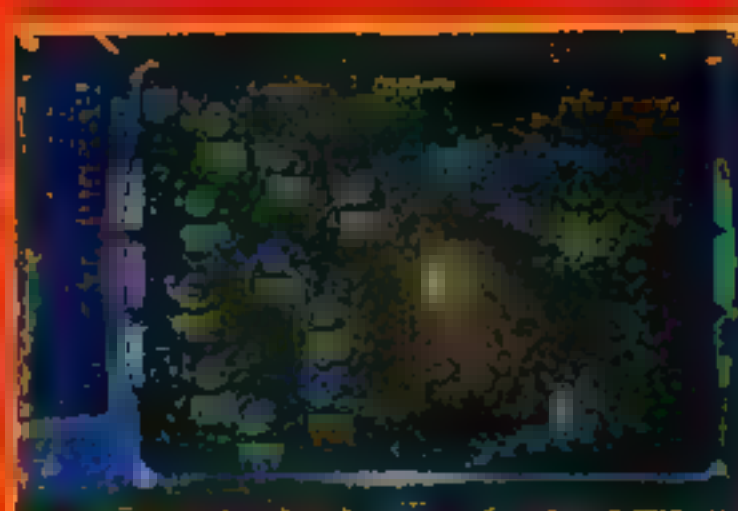


Remember, don't run with lightsabers

Rebellion

As reported in *PC Review* 62's News, LucasArts is working on its first strategy game. *Rebellion*, a resource management game, looks like a cross between *Fragile Allegiance* and *Command & Conquer*. But it's under wraps, so anything could emerge.

One thing's certain, and that's LucasArts' appetite for a piece of the strategy pie. It's already tried with the critically ill-received, yet popular *Afterlife*. "We're certainly committed to the strategy genre, following the success of *Afterlife*," reckons LucasArts president Jack Strosser. "It's a



Maybe we can borrow a Death Star and with them into space

popular, and with the entire *Star Wars* galaxy at our disposal there are plenty of possibilities.

You choose between good and evil. Side with the Rebels and you need to capture Darth Vader, bag the Emperor or overthrow the Imperial Seat at Coruscant. Opt for the Empire and you'll need to trap Mon

Wormtail or Skywalker, or else destroy the Rebel headquarters. If you do join the plastic-suited ones, don't blame us if you need to march times

Expected: March



If the Rebels build lots of bases, does that make them an Empire? Where will we be then, eh?

LucasArts Archive Volume 2: The Star Wars Collection



Rebel Assault 2. If you see an Asteroid, you shoot it.

If you're new to the PC, you might be wondering what these older LucasArts games are all about. The *Star Wars Collection*, a new budget compilation from LucasArts, is your chance to find out. It includes all the previous *Star Wars* titles: *Rebel Assault*, *Rebel Assault II*, *TIE Fighter Collectors* CD-ROM and the *Dark Forces Sampler Edition*. The pack also boasts *Making Magic*, a behind-the-scenes look at the making of the *Star Wars Special Edition* trilogy.

"The calibre of the four games included in the *Star Wars Collection* is unprecedented," according to Tom Byron, product marketing manager at LucasArts. The reality is a little more prosaic – they're getting on a bit. (They're all currently on budget). *Rebel Assault* features 'on the rails' gameplay. *TIE*

Fighter Collectors CD-ROM updated the flattish gourard-shading of its predecessors, but still seems inadequate once you've seen *X-Wing vs TIE Fighter*. *Dark Forces* is *Doom* with Stormtroopers. Once again, great unless you've played *Quake*.

Making Magic boasts before and after scenes from the movies, interviews with the producers and a commentary from George Lucas. As well as unique footage – such as Jabba meeting Han at Mos Eisley – it has story boards, historical photographs and snapshots from the original sets. If the March film release seems to far off, you might like to watch out for this *Making Magic* disc covermounted soon on a certain sister magazine of ours called *PC Format*.

Expected: Out now

superimposed in the conventional way. The final piece of this scene is the speeder bike.

This new type of speeder bike, affectionately called the Bubba Fett by ILM, was computer-generated and based on a Harley Davidson. The motion of the bike was positioned on a computer screen and added to the footage of the Rontosaurus rearing up before it was mapped on to the print. In all, this one scene has elements of the original frames, a new cityscape, creatures and vehicles, creating one of the most eagerly-anticipated parts of the *Special Edition*.

Jabba the Hutt was the mother of all that was man-made in the original trilogy. Like every other creature, he was made real by giving him his own character and his own hang-ups, mimicking human

characteristics. He was the largest puppet ever used on a film set, requiring three people to control him properly, one below and two out of shot. He was reputedly based on Marlon Brando in *The Godfather*, weighed nearly three tons, was six metres long and was an instant hit with the audience. But Jabba nearly appeared in *Star Wars*.

"I came up with the idea of shooting the scene with a man, with the view of eventually matte-ing in a stop-motion creature over the man,"

Lucas said when asked why the fabled meeting between Jabba and Han in Mos Eisley spaceport on Tatooine

was left out. It was cut due to time and money constraints.

This is one of the scenes most of us know about and have seen. In the new, improved scene, Jabba is computer-generated and even looks a little less porky than he does in *Return of the Jedi*. The scene has finally appeared as originally intended, except that the new Hut is digital instead of stop motion.

In the original scenes, Harrison Ford circled the actor playing Jabba quite easily, but we now know that Jabba is slug-like and Solo wouldn't have been able to do this. We have to remember, though, that this is the movies – anything is possible! ILM overcame this problem



STAR WARS 3D EXTRAVAGANZA

STAR WARS IN CYBERSPACE

Freebies, images, discussion, arguments. Isn't the Net great? Here's where to look for all your free Star Wars gubbins...

Free Star Wars Bloopers List

<http://www.xos.net/~davej/welcome.htm>

The definitive Star Wars bloopers list which tells – and often shows – you where to find mistakes in the saga.

Free Star Wars sounds

<http://www.stwing.upenn.edu:8001/starwars/multi/hash/sounds>
<http://www.the-cantina.com/>
Quotes from your favourite Star Wars characters in various formats – ideal for Star Wars-ifying your desktop. (See page 123.)

Free Star Wars images and missing scenes

<http://www.stwing.upenn.edu:8001/starwars/multi/hash/images>
This site has details on all the 'missing scenes' from the original three films. The missing scenes are derived from the various scripts available on the Net with pictures from sources such as trading cards and original footage if possible.



Can anyone identify this scene? Is it a cut blooper, or does it appear in the actual films?

Free strange Star Wars ASCII Art

<http://www.stwing.upenn.edu:8001/starwars/multi/hash/swascii.txt>
This has got to be one of the strangest sites around, as it contains most of the ships and character in ASCII format. Very cheesy.

Free scripts

<http://www.stwing.upenn.edu:8001/starwars/films/>
One of the quickest sites to get the film scripts from. Others are more extensive, but this contains the three major scripts with the first draft of Star Wars (which has many of the elements from Parts 1, 2 and 3 still in it).

Free quiz book

<http://www.stwing.upenn.edu:8001/starwars/quizbook.html>
A strange site that contains an anoraks quiz to Star Wars. Beware: this is extremely difficult in places.

Free Star Wars 3D Objects

<http://effie.osir.him.no/~danco/starwars/meshes.htm>
For a massive selection of 3D wireframe models, then drop by this site. It's a mirror of Harry H Chang's Web page and has stacks of models saved in 3D Studio format – you'll need a converter to turn them into DXF objects, but they're also freely available on-line.

More Free Images

<http://erau.db.erau.edu/~adamse/starwars.html>
Er, yes. More free images.

Free Star Wars screensavers

<http://www.windows95.com/>
At the Windows 95 site, which gets remarkably slow after 12.00pm GMT, there's a number of good Star Wars items such

as themes, screensavers and cursor icons. Another step down the road to total PC Star Wars customisation.

Free spinning Chewbacca head

<http://www.idc.net/~mtavarez/chewie.html>
This page is dedicated to the walking carpet himself. Well, why not? Things to download include as many pictures and growls as you want... including a rotating tuzzball head.

Information on the Special Edition releases

<http://www2.cinet.net/~agrapa/StarNet/SW.html>
<http://leopard.cs.latrobe.edu.au/~koukoul/>
<http://islandnet.com/~corona/films/details/sw4.html> (or sw5.html for ESB, sw6.html for ROTJ)
<http://gy.net/~corona/films/details/sw4.html>
<http://www.iaw.on.ca/~foxaythe/sarlac/starwars.htm>
Here are some of the best places to look for information, news and pictures about the Special Editions. They contain downloadable JPGs, MOVs and such like.

Information Stormtroopers

<http://www.world.net/~jasecd/stormtrooper/stormtrooperhq.htm>
This one's dedicated to the Imperial drones, the Stormtroopers. It has info on armour, fire-power and training missions.

Star Wars Timeline

<http://www.culink.com/~7Esalmond/index.htm>
A complete Star Wars timeline that tells you where everything fits into the saga, it includes links to the comics as well as the movies, books and games.



Chewie likes to spend his quality time with the wife and kids. He's a family, er, man at heart.

Collectors Archive

<http://www.cs.washington.edu/homes/loper/collectors.html>
This is the ultimate site for all you kids out there who thought that you had all the Star Wars toys when you were a nipper. You didn't – a quick check of this site gives you images of prototypes toys and memorabilia that you've never heard of.

Filmography

<http://www.stwing.upenn.edu:8001/starwars/swactors.html>
The complete cast listing of the three films with links to the main stars showing what they've done and what they're doing now. Rather interesting, if you ask us.

Free drinking game

http://webber.u.washington.edu/~schell/swdg_intro.html
Because the Web needs more drinking games. Guzzle yourself silly while watching Star Wars.

by 'punching-out' Solo from the original scenes, leaving a hole which would be filled by the computer-generated Jabba. The punched-out Solo was then incorporated into the Jabba model on the computer screen. Where Solo would have walked behind Jabba, he now walks on Jabba's tail causing him to squeal. The computer-generated sequence was then superimposed back on to the old footage.

The new Star Wars also has a cameo appearance by Boba Fett. The bounty hunter is superimposed over Greedo (in the original frames), who was shot by Solo in the cantina. This adds to Solo's story and reinforces the fact that he is a smuggler and a marked man, and also introduces Jabba for *Return of the Jedi*.

The Special Edition of *Return of the Jedi* has enabled the Sy Snootles and the

Max Rebo Band (from Jabba's palace) to reform for a farewell gig. Two more minutes of film have been added to their 'musical number', in which backing singers and additional computer-designed band members have been added to make the tune more interesting. A computer-generated Snootles has been created to enable her, with her 'Mick Jagger' lips, to sing more convincingly.

The new band members are a mixture of real actors and computer-generated models. The actors are the backing singers and dancers who strut their stuff to the enhanced tune, while a new creature jiggles away in the foreground!

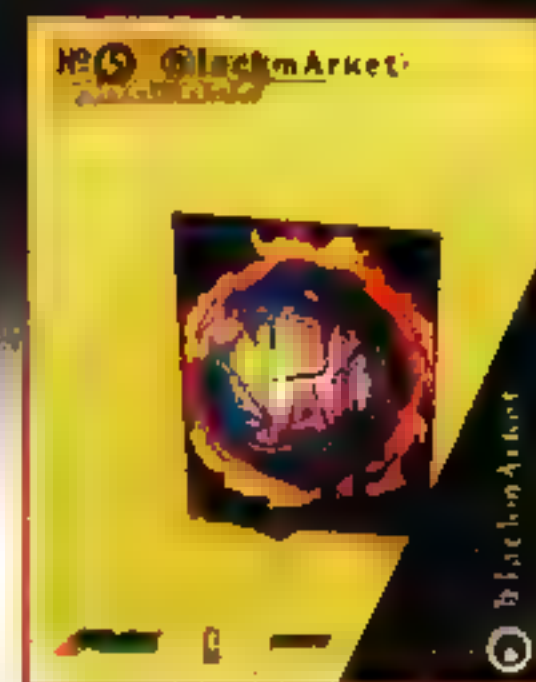
All this begs one question: when will we be able to see the Special Edition? Some of the footage is already on show today at the IMAX cinema in... Bradford.

The 40-minute film *Special Effects – Anything Can Happen* (produced by Star Wars effects man Ben Burtt in conjunction with NOVA/WGBH Boston) is a documentary about modern day special effects and goes behind the scenes of *Jumanji*, *Independence Day*, *Kazaam!* (a film with basketball megastar Shaq O'Neill) and, of course, *Star Wars*. This film has the first new Star Wars footage for 20 years, and is the first done in IMAX's special 70mm format, which gives a gigantic picture.

The digital sound has already premiered, in the THX video releases of 1995, but while there'll be new bits added to the soundtrack it's basically unchanged.

Other than that, the date for your diary is March 1997 for Star Wars, with monthly releases after that date for the *Empire Strikes Back* and *Return of the Jedi*. (CH)

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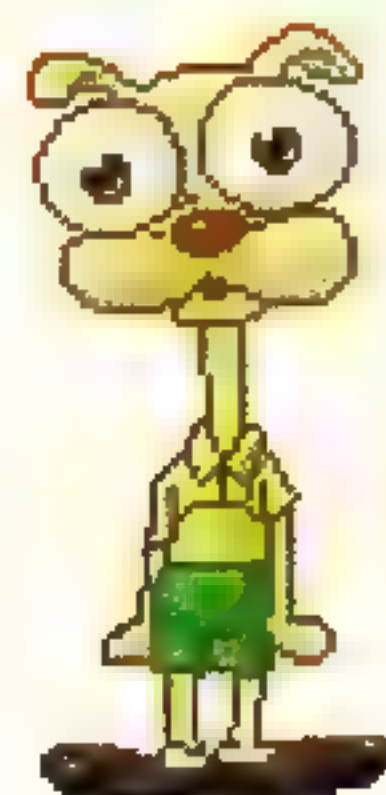
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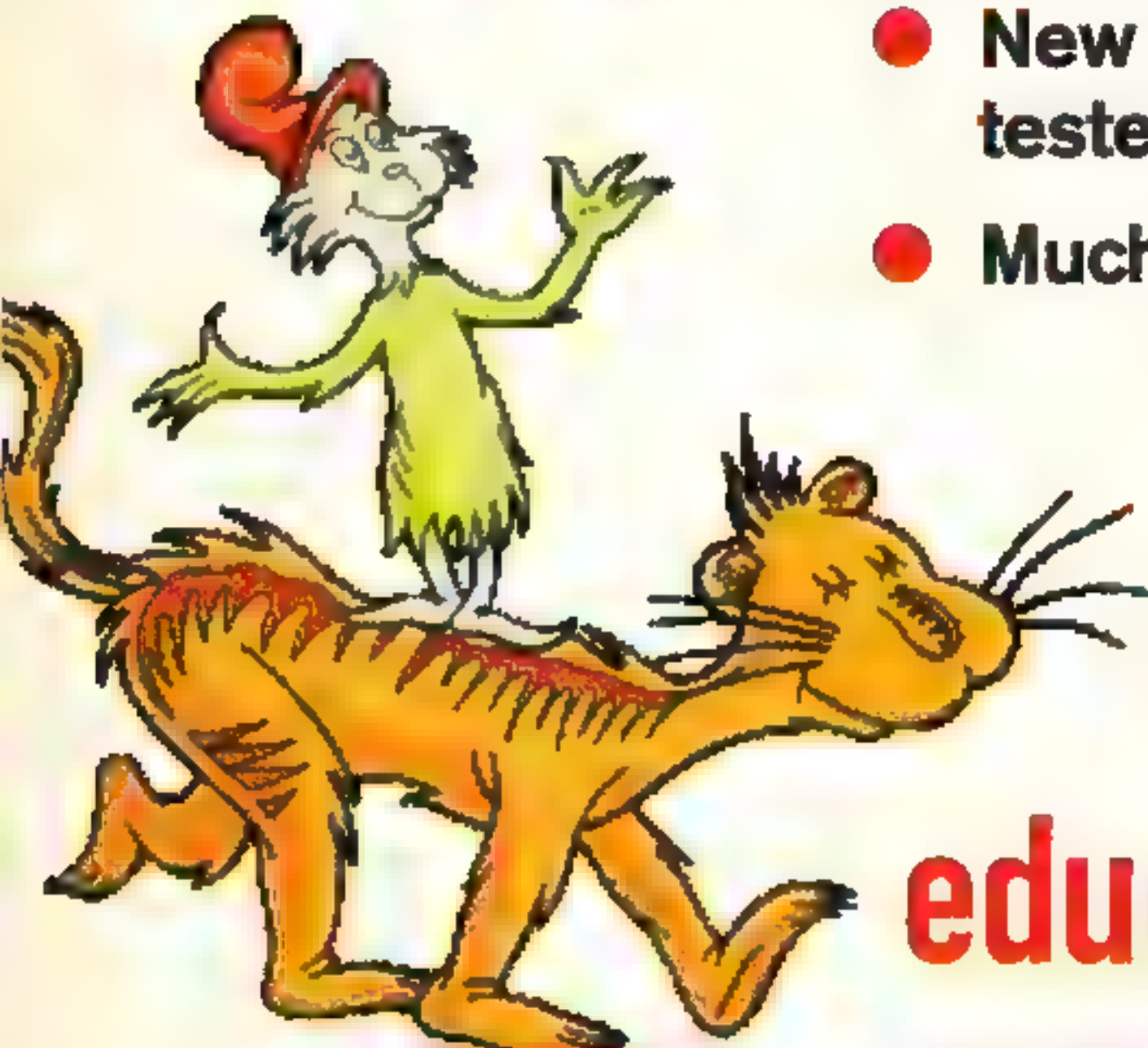
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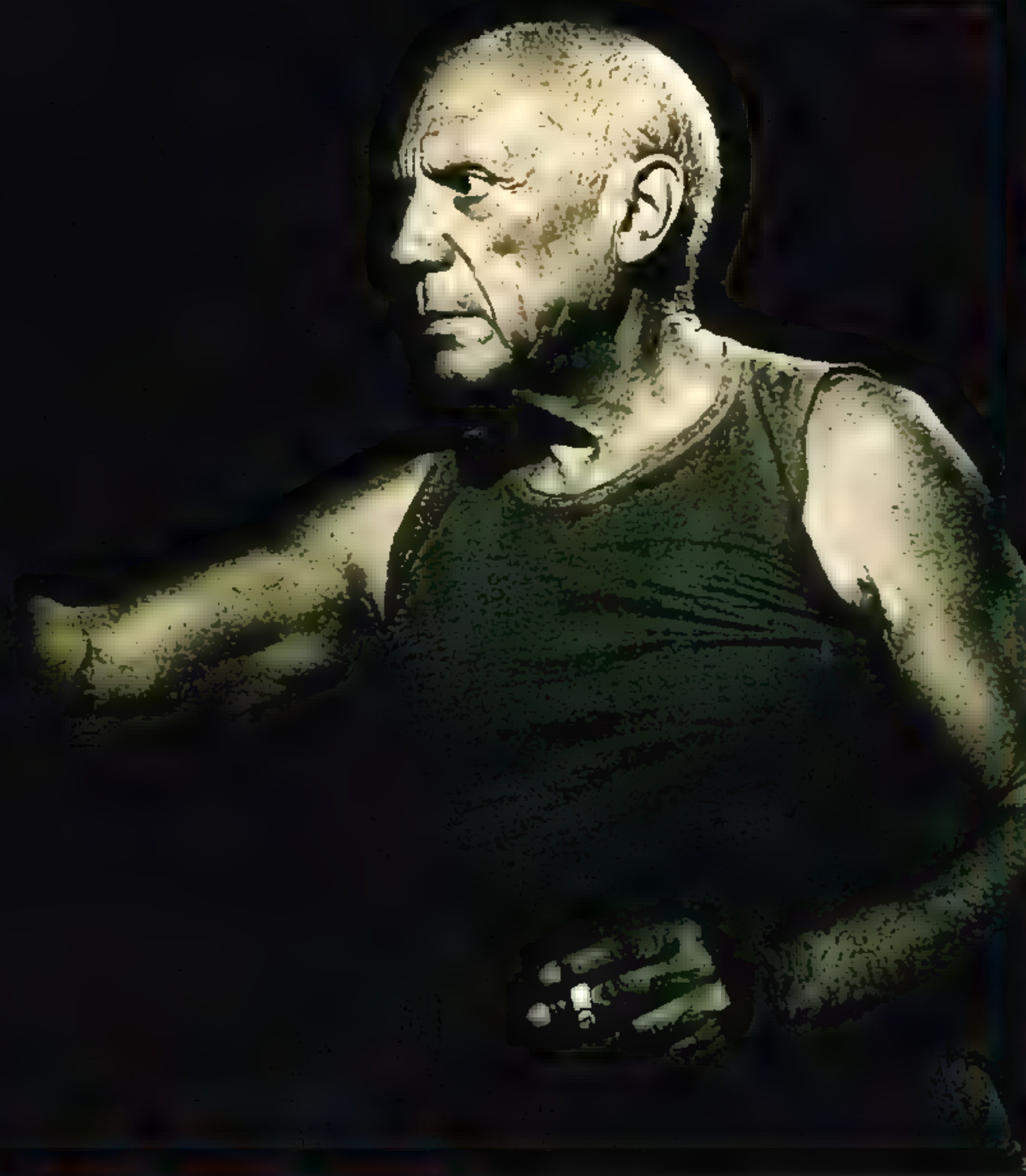
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Christmas issue on sale 21st November



When Picasso looks at you in that way, run for it. He's about to paint an exceedingly ugly portrait of you.



PICASSO

This genius needs no introduction. His work, however, may require plenty of explanation.

When you're at a party and the topic of conversation turns to art, you'll be treading safe ground with the observation that Pablo Picasso was a genius. He is, after all, widely regarded to be among the pre-eminent artists of the 20th century.

But let's drop for a few moments the baggage of accepted wisdom, and picture in our minds a couple of Picasso's paintings. How about, for argument's sake, his *Woman Combing Her Hair* (1940) and *The Kiss* (1969)? Pretty ugly, aren't they? If they weren't worth a few million quid, you wouldn't want them near you. So why, why, why does everyone think the painter behind them is a genius?

Picasso, from *Grolier Interactive*, holds the answer to this question. Using the disc, you'll learn in a roundabout way that Picasso didn't paint distorted, unstable or even monstrous forms because he was incapable of representing things the way we see them, he did it

quite deliberately. His purpose was to interpret the human form and its simplest gestures in a way realist painting or photography never could. Picasso's art, then, is an imaginative expression of the people he saw around him. Therein lies his genius.

Though Picasso makes some attempt at reflecting on the artist's personal life, feelings and the things that went on around him, it is at its most effective when explaining the artist's pictures and sculptures on a case-by-case basis. In all, some 96 major pieces are detailed, each being explored, explained and dissected via a number of multimedia devices.

Firstly, important works such as

Guernica, *Two Women Running on a Beach* and *Joie de Vivre* can all be expanded to (as much as is possible given their dimensions) fill the screen. Click the smiley face in the corner and you're treated to a short narrated message putting the work in context. You'll learn, for instance, that the painting

Joie de Vivre, which depicts a nude woman dancing among centaurs on a beach, was contemporaneous with a lifting in Picasso's spirits as he had two children by Françoise Gilot. Around the time of this picture he became accepted as one of the masters of the 20th century.



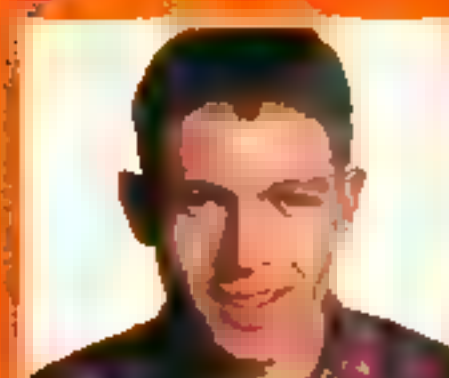
To Picasso, this was *Woman Combing Her Hair*. To science, an unbelievably disastrous genetic experiment.

Clicking on the painting itself takes you to screens devoted to the picture. An extended caption on the famous *Guernica*, for instance, explains that this 1937 masterpiece, commissioned by the Spanish Republican government, was Picasso's response to a German airforce napalm raid on the Basque town of Guernica during the Spanish civil war. While Picasso found Franco, who ordered the raid, politically repellent, *Guernica's* significance stretches ►



The Kiss. Full of pathos, intimate, and ultimately indicative of the human condition.

MULTIMEDIA

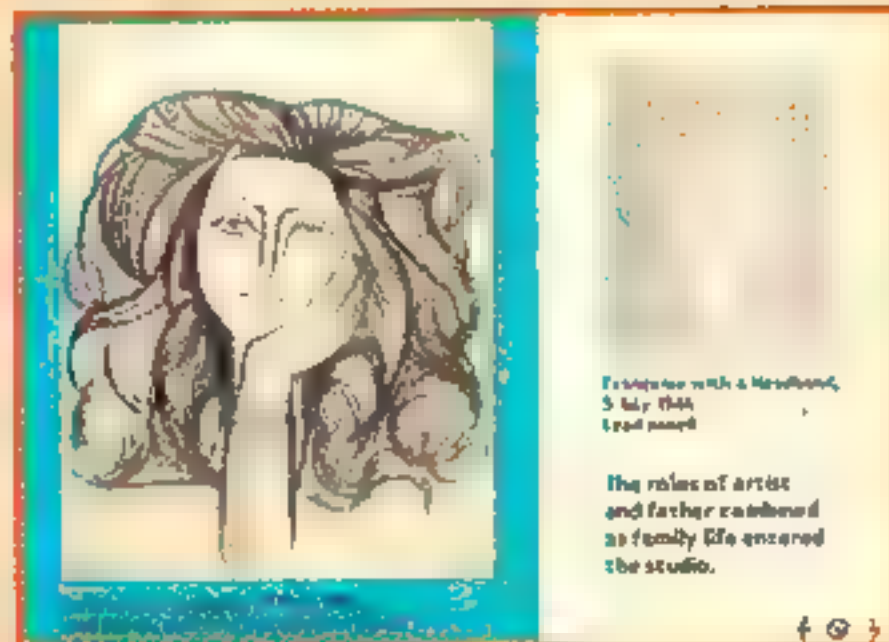


Another enlighten-
ing month here in
Multimedia
Starting with his
page, you'll find an
main review, where
we take Picasso
inside out, a search
to detailed knowl-
edge of the man and
his work, for the
carnalists, for the
lovers, and for
the classical. There's
Mythology and
current affairs, but
there are also
an evaluation of
Dorling Kindersley's
Chronicle of the
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series, specialists
who are having a
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Meanwhile should
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Steven Spielberg
Director's Chair
in page 10
For special
mention, however,
I reserve an
honorary place in the
month's evolution of
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yet produced to
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interesting
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The evolutionary
Theories of Richard
Dawkins. And
there's superb
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as a fun like a
man's life.

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A family life... for a while at least



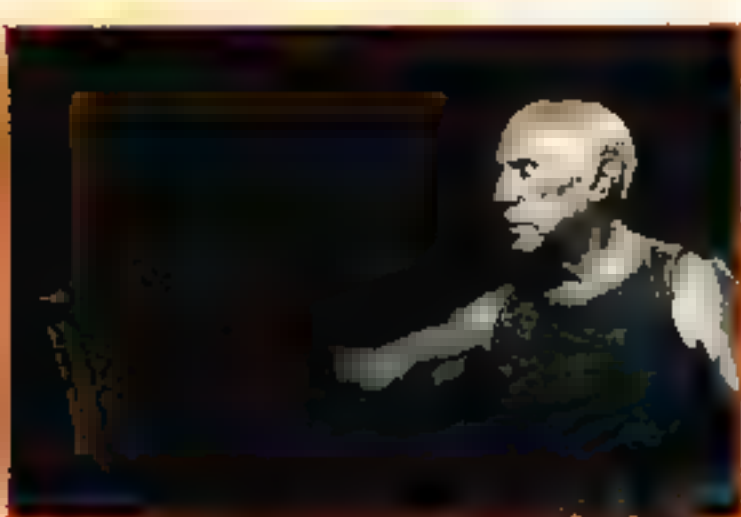
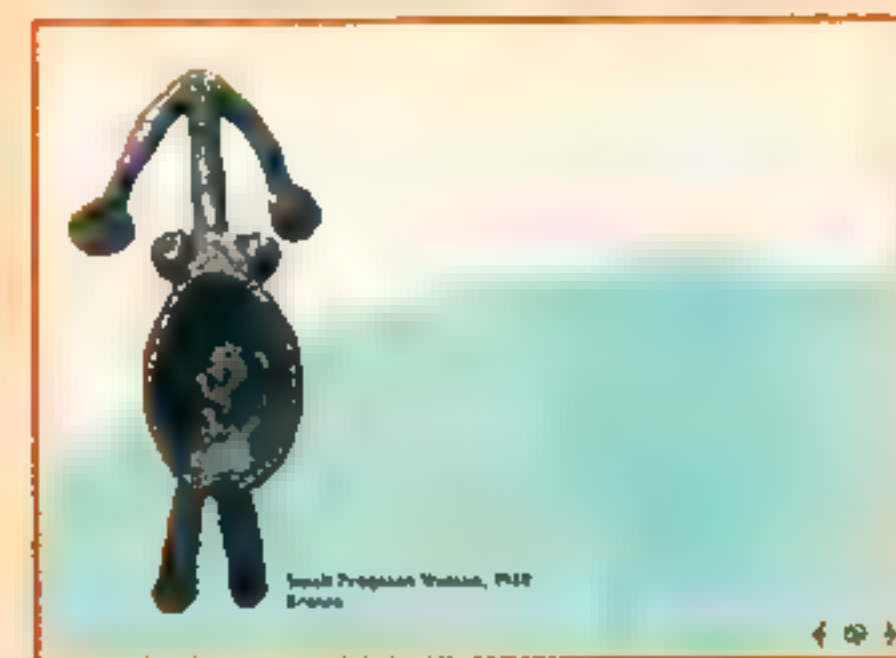
▲ Here's how Picasso saw Françoise in a charcoal and pencil drawing. He wasn't always this flattering to his muses.

◀ Here's how the camera saw Françoise Gilot, with whom Picasso settled down in his early sixties. They had two children, Claude and Paloma.



◀ In December 1948, he painted this picture of his son, entitled Claude with a Ball.

▼ Picasso wanted a third child, but Gilot wouldn't have it. So he began making strange sculptures of pregnant women, like this one.



PICASSO

INSOMNIA

We heard a rumour that Picasso came up with some of his strange images by depriving himself of sleep. The Picasso disc could neither confirm or deny this information.

NOM DE BRUSH

Picasso's real surname, his father's name, was Ruiz. Around 1900, however, he began signing his paintings with his mother's name, Picasso. Why? The CD-ROM doesn't say. Sounds better though, doesn't it?

NEXT MONTH



After WW2, Picasso moved to the Med and painted seaside scenes such as *Joie de Vivre*.

► beyond mere politics. The picture has taken on a universal anti-war relevance. Among the four further screens of text devoted to this, one of Picasso's most famous paintings, we learn something about the bull and horse – symbols from a favourite subject, the bullfight – which appear in possible conflict.

Looking at *Guernica*, however, the painting must rank among the ugliest Picasso ever painted. A mass of grey, twisted and shattered figures; what exactly are the finer points about this picture? Beyond the textual explanations of *Guernica*'s specifics, further elucidation can be found via a screen devoted to the painting's composition, motifs and place within the continuum of Picasso's work. The Close-up icon, for instance, enlarges small details in the painting that you probably wouldn't notice unless you were able to see it up close, in real life. These



The various pictures in this panoramic virtual gallery represent periods in Picasso's life. Clicking on them leads to more in-depth presentations.

include the flower by the hand of the dead soldier, the fledgling squawking in the background or the open door on the far right of the painting.

Upside-down heads

Clicking *Motifs* highlights elements of *Guernica* that appear in other Picasso works. The upside-down heads on the left and right of the picture, for instance, are similar to those in *The Rescue*, while the dying horse and the candle are reminiscent of *Minotauremachie*. Also shown are the works of Raphael, Uccello and Dix, which likewise depict the horrors and destruction of war.

The Composition narration, meanwhile, offers a superb explanation of the structural techniques used by Picasso. Superimposing red lines and arrows on the picture, the curves, diagonals, dimensions, architecture, light sources and body movements are

highlighted. You then realise that Pablo Picasso's genius was partly manifest in his technical mastery. What at first seemed an incomprehensible but strangely interesting mass of shattered, agonising forms, now appears as a finely constructed masterpiece.

What else do you need to know about *Guernica*, then? That it re-uses similar elements of perspectival construction to Picasso's early *Science and Charity* (1897)? Or that like the famously best known Picasso, *Les Femmes d'Alger*, it is fractured vertically four times along its width? Perhaps that *Guernica* is seen among Picasso's works as both an advance on *Minotauremachie* and a predecessor to *Still Life with Bull's Head*? You'll learn a vast amount about many of his best works here.

When it comes to finding out about the man himself, however, the information is relatively basic. Sure, it tells you that he



The famous *Guernica* appears in all its splendour, and is fully explained in terms of its composition, motifs and importance in the Picasso collection.



The smallish themes section of the disc contains presentations on portraiture, sculpture, Picasso's obsession with bullfights, his studio work and similar subjects.



Picasso used this palm frond to help the paint dry. The CD-ROM uses it to show the scale.

moved from Spain to Paris in 1900, or that in 1906 he moved with his then mistress Fernande Olivier to Gosol, a remote Spanish village. And the disc also tells you the names of Picasso's various friends, lovers, models and influences throughout his life. It is very good when discussing and illustrating Picasso's artistic dialogues with past masters such as Rembrandt, Matisse and Cezanne.

If you want to look into the soul of Picasso and find out what made him tick, however, this disc is shallow. As you study book-like presentation screens, absorbing the facts yet longing for interesting analysis or interpretation, the names of his lovers and wives are freely given. His relationships with them, though, aren't discussed. There aren't even notes on them in the Glossary.

Similarly, assertions are made without supporting explanations or examples. Later in the disc, you'll come across Jacqueline

Words in the paint

Though Picasso was famous for painting weirdly distorted pictures of his numerous lover-muse-model-wifelets, he wasn't averse to committing his own face to canvas. Here's a series of his self-portraits down the ages.



Young in 1880, and here a schoolroom execution featuring a young Picasso with a wooden ball.



He now, 1901, and he produces this oil on canvas work with the superb title Yo Picasso.



By 1907 his strokes were becoming wildly expressive and his lines more dynamic. The almond-shaped eyes and the sharp, almost cubist nose.



By 1907 his strokes were becoming wildly expressive and his lines more dynamic. The almond-shaped eyes and the sharp, almost cubist nose.



At the age of 62, Picasso produces this relatively traditional pencil-on-paper drawing of himself, with the exception of his nose.



But it's a very different, very 65 years later in 1972, when he painted the addition of his nose on a green face.

Roque, his model and lover who remained with him from 1961 until his death. The narrator states that she assumed the same poses as previous models and happily adds that she was also proof that Picasso's work was still evolving. Just what this evolution entailed also remains a mystery. Neither will you be told, for instance, that when Picasso died Roque stayed with his body until it began to decay, nor that she later committed suicide using his gun.

Downright frustrating

And it's downright frustrating when the disc resorts to cliché or opaqueness rather than explaining things in depth. 'Ah-hah,' you might think upon discovering a screen entitled So who was Picasso? The spirit drops, however, when you reach that screen and all it says is: "He reworked all the figures, masks and tricks of the painter's

trade with the virtuoso's touch, but also with an ironic clarity." We knew that before we even loaded the disc. Tricks of the trade? Virtuosity? Ironic clarity? Please explain, we beg of you, dear disc.

It's fortunate, really, that all the clichés and oversights among the presentations are compensated for in the screens where the important works are dissected. Sometimes, these more technical screens do actually provide answers to the questions obliquely posed by the less effective sections of the disc. This disc certainly exposes the genius of Picasso through his works and manages to go over the basic events of his lifetime.

As far as Picasso the man goes, however, it's little more than a bluffer's guide. If you want true insight into his character, you'll be better off with something like Norman Mailer's book *Portrait of Picasso as a Young Man*. (GW)

THE LADIES PICASSO

Fernande Olivier was his first love, but she was not happy when he used her to model the prostitutes in *Les Femmes d'Alger*. In 1918, he married the Russian ballerina and she bore him a son, Paulo. She later went mad. At the age of 47, Picasso met the 17-year-old Marie-Thérèse Walter as she exited the Paris Metro. They parted, she gave him a daughter, but they parted a year after her birth. Marie-Thérèse is reputed to have kept his toenail clippings until her suicide in 1977. Then there was Dora Maar who he depicted as a suffering woman. She also later went mad. Picasso went on to have an affair with Nusch Eluard, a poet's wife, and at the age of 62 he began a passionate romance with Françoise Gilot, mother of his children Claude and Paloma. He wanted a third child by her, she refused, and he made sculptures of pregnant woman. The final major lover of Picasso was Jacqueline Roque. He married her in 1961 and she remained with him until he died. She killed herself with his gun in 1986.

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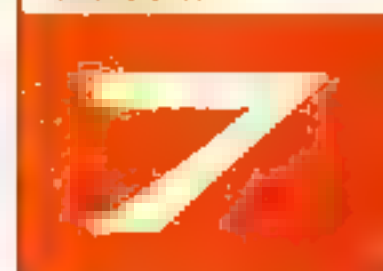
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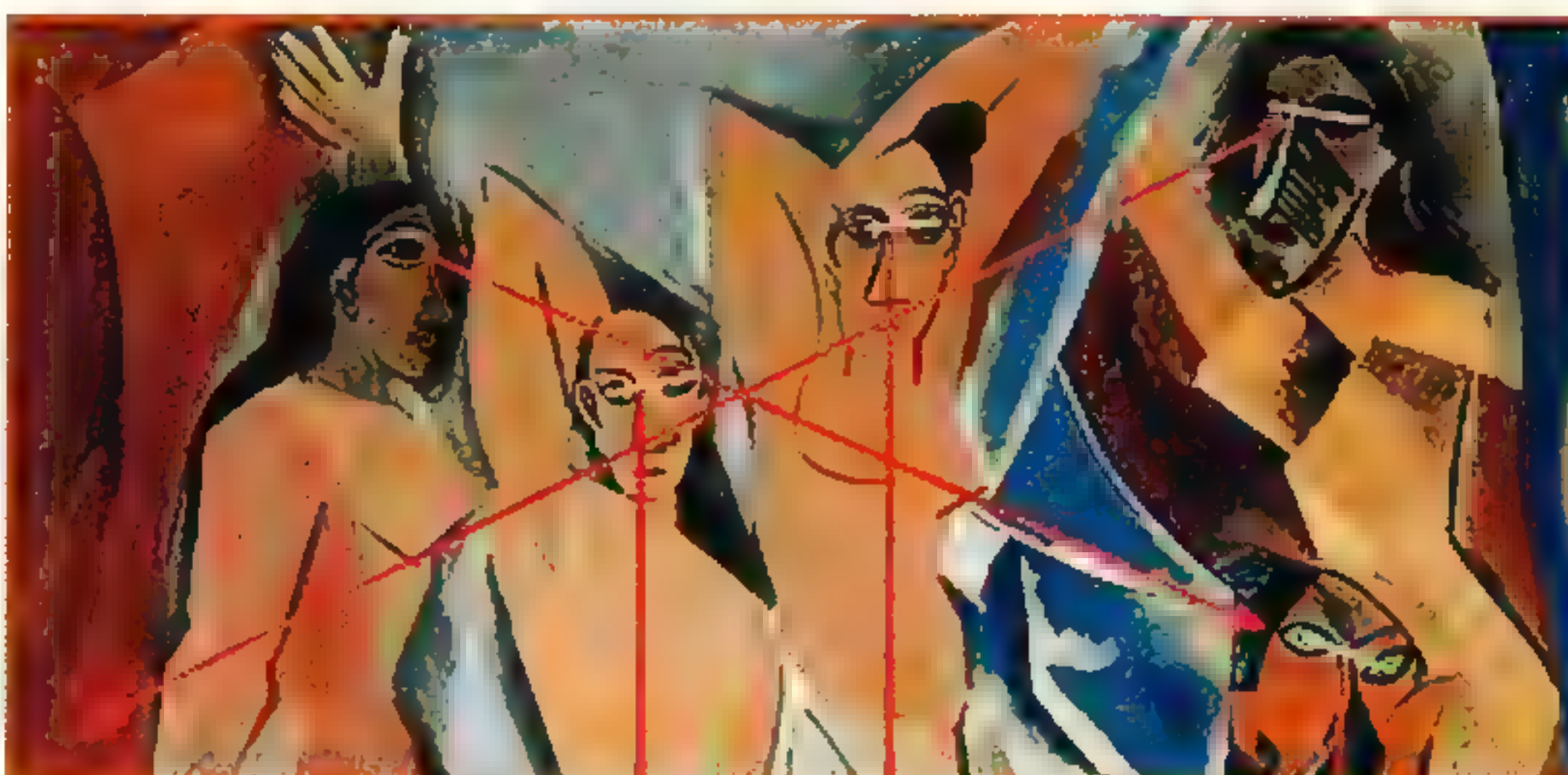
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PC REVIEW VERDICT

Perfect if you want to learn about his paintings but slim on insight into Pablo himself.



A post-cubist rendering of three musicians.



The red superimposed lines show the axes of vision in *Les Femmes d'Alger*.

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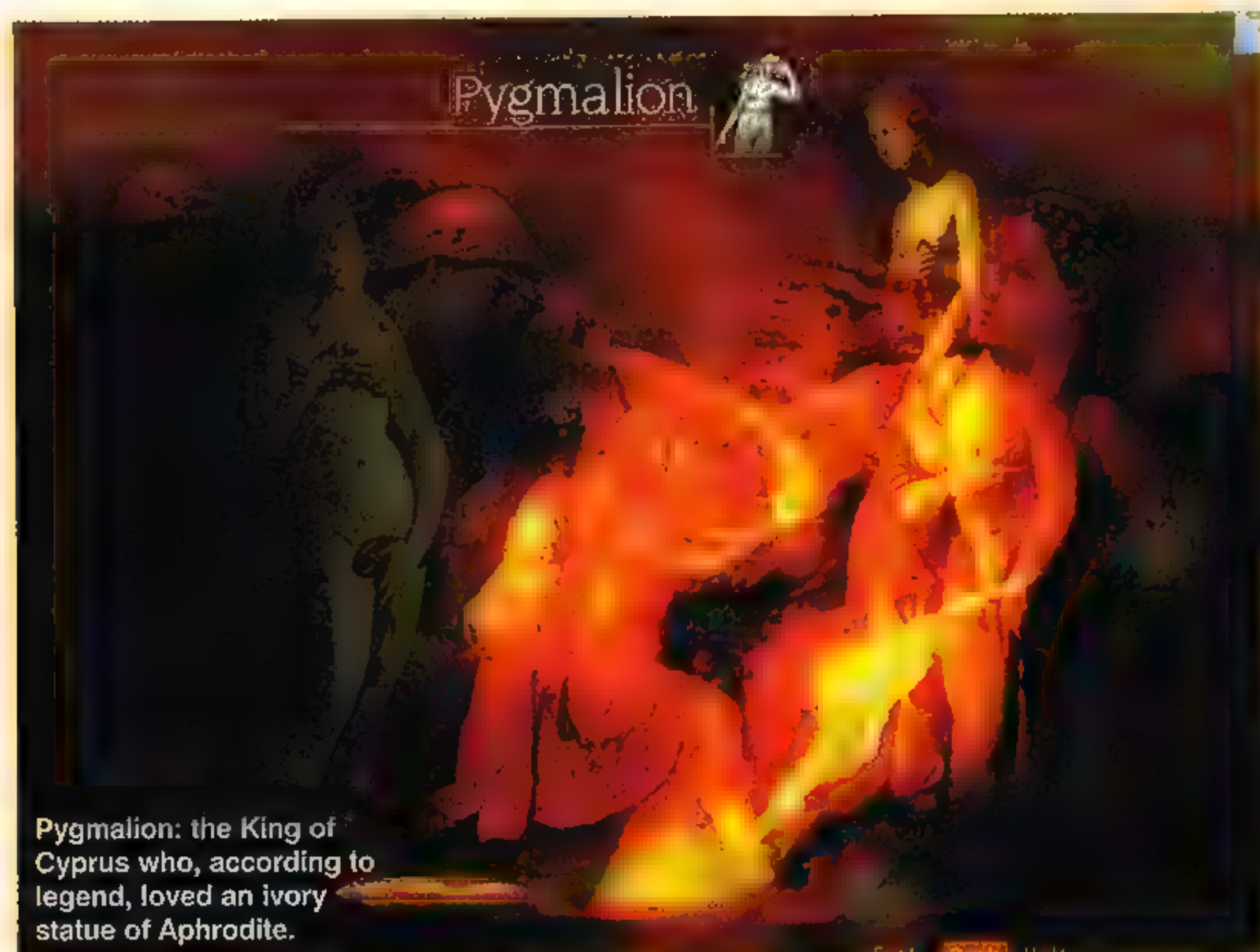
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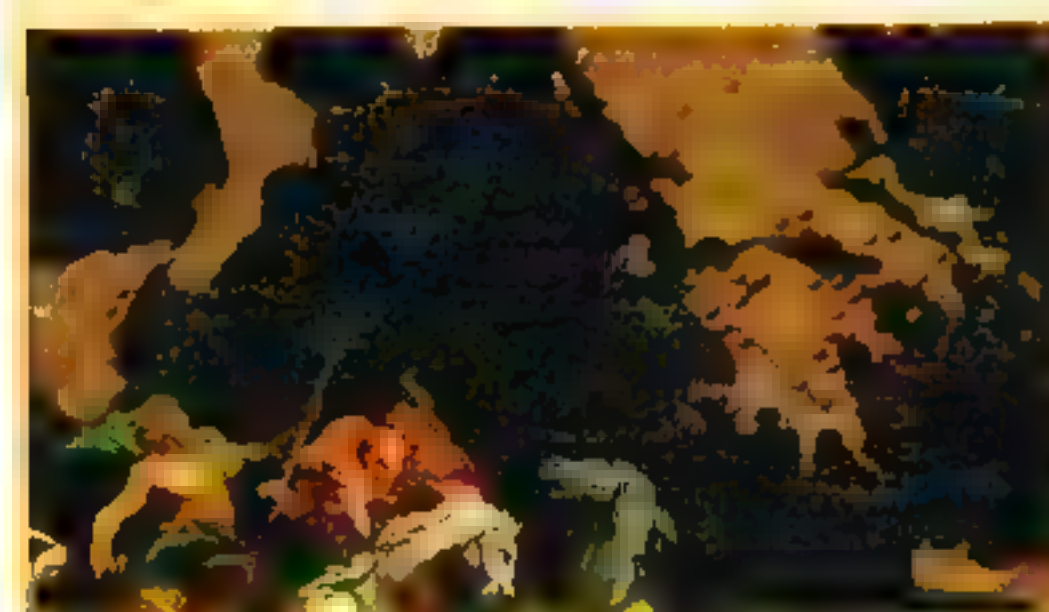
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Pygmalion: the King of Cyprus who, according to legend, loved an ivory statue of Aphrodite.



Uades: a scene from the game, showing a rocky landscape.



The name can be viewed in either simple geographical or political form.

PC REVIEW QUIZ

See if you can remember the names of these mythological characters from their descriptions. Answers at the bottom of the page.

- Searched long and hard for the golden fleece.
- The most well-known of three snake-haired sisters. Stony look.
- A race of giants having only one eye.

THE GREAT MYTHS OF THE CLASSICAL WORLD: GODS, HEROES AND MONSTERS

Not put off by tales of many-headed beasts and godly misconduct, we take an epic voyage through classical mythology.

Long before science had explained away the wonders of nature with seemingly infallible concepts, such as gravitational law and the theory of relativity, the Greeks and Romans looked upon natural phenomena as the work of a series of deities who, aside from their great powers, possessed essentially human characteristics. According to the poet Hesiod, writing somewhere around the eighth and ninth centuries BC, this series of gods could be arranged into a sort of family tree. Indeed, much like our own royal family, the genealogy was littered with the less-than-perfect, and tragedies were commonplace. Many centuries later, and the contemporary western world, with an answer for virtually everything except a couple of really big questions, is still influenced by this mythological background. In fact, much of our literature and art can be linked to what after all constitutes a rather large urnfull of ripping good yarns.

If you're interested in Greek and Roman classical mythology, EMME Interactive's new release is a reference work that will clarify the backgrounds of the gods and the few

mortals in the myths, and point to the places where the enduring tales were set.

In four sections – Gods, Myths, Places and Voyages – first impressions of the disc are good. The meat of the product, the information on the main deities such as Apollo and Zeus and the myths that surround them, is well-presented, and comes in the form of a textual outline, narration, and a montage of artistic representations taken from some of the finest works that feature the subjects. A bibliography of literature and art can be accessed on each of the main gods and myths should you wish to research further, but maybe full digitised versions of some of the pictures should have been provided on the disc in the first place?

The four voyages covered by the disc – Aeneas, Jason and the Argonauts, Ulysses and the Labors of Heracles – also feature a narrator, and to begin with a strange fellow provides a sort of dumb show for your entertainment in the corner of the screen. You can listen to or read the tale as a linear narrative, or jump from place to place using the active markers. Other features include one large map of the area available in either a simple

or politically defined form which enables you to home in on an area and its mythological heritage and the Theogony of Hesiod or 'family tree' of the gods.

The disc is well-organised and effectively indexed, and hypertext links make for easy-to-find information. But it could have been improved with decent video representations, more artwork, and some studies of the cultural and religious basis of these myths, possibly in comparison with other societies through history. As it is, there just isn't enough here to justify the purchase of a CD-ROM rather than a good book on the same subject. (JT)



The Theogony, or family tree, of Hesiod.

DEVELOPER
EMME Interactive
PUBLISHER
Koch
CONTACT
01420 541880
PRICE
£39.99
MINIMUM SYSTEM
486DX, 16Mb, double speed CD drive, sound-card, Windows 3.1

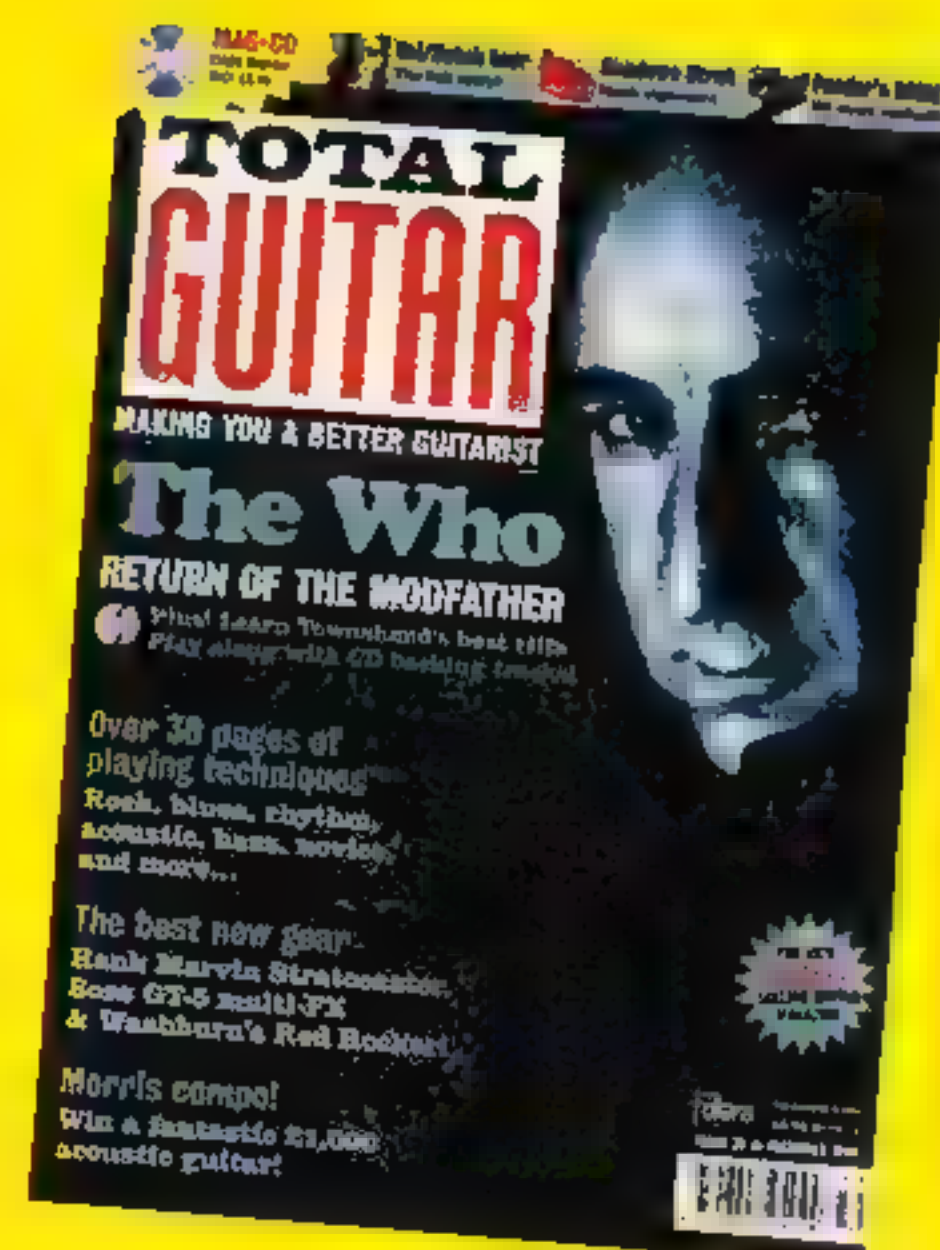
PC REVIEW VERDICT
Half-decent reference work and half-beast. Lacking in substance.

Answers
a) Jason (and the Argonauts).
b) Medusa.
c) Cyclops.

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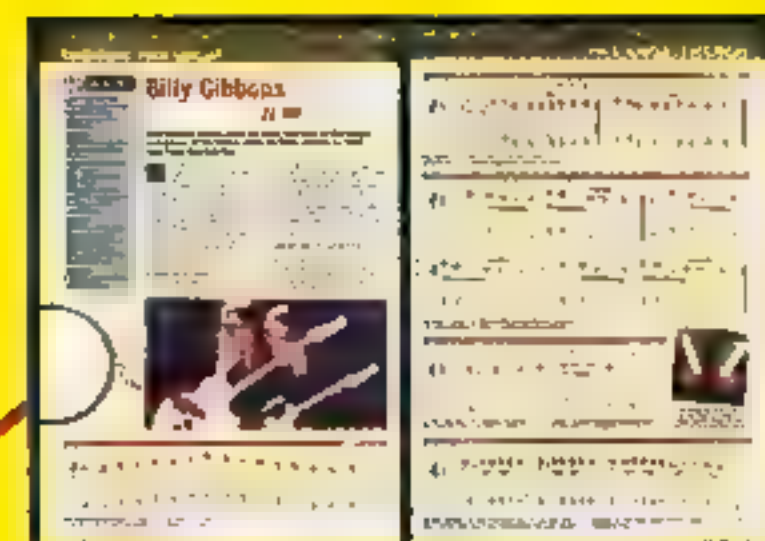
Each month, we print full tab and notation to a classic guitar song, with a backing track on CD to play along to.

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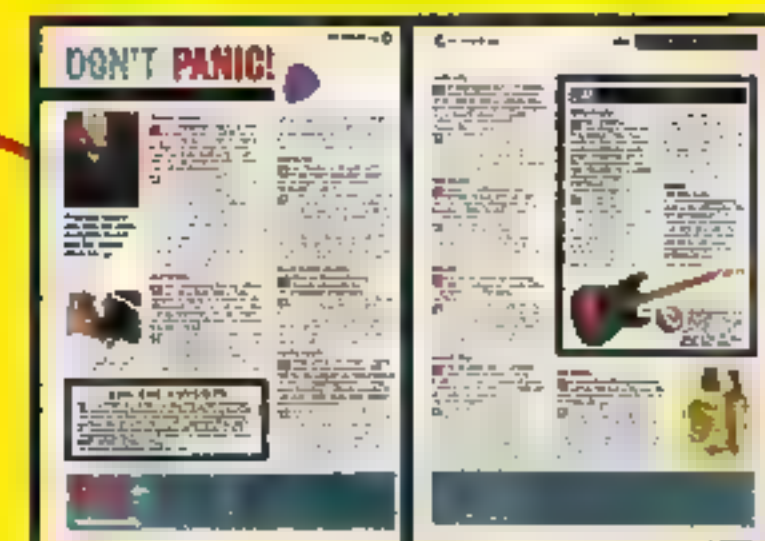
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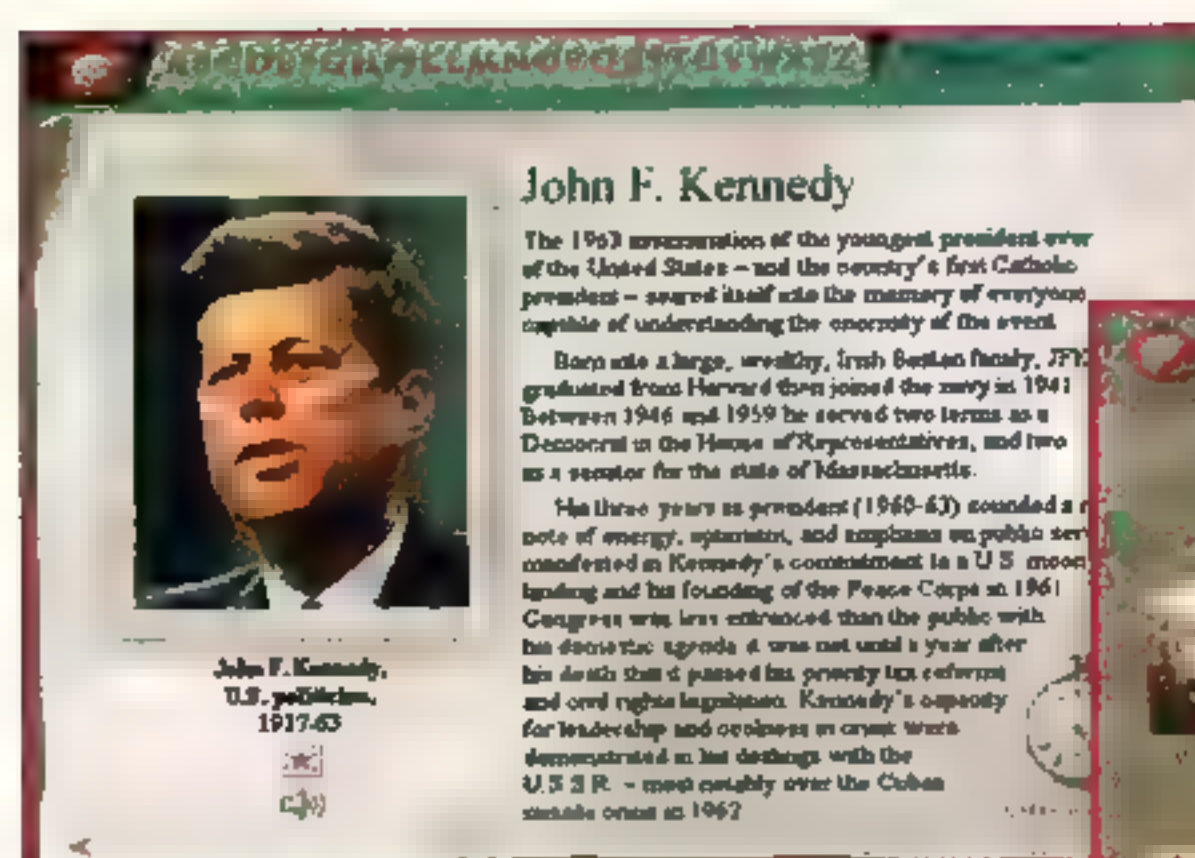
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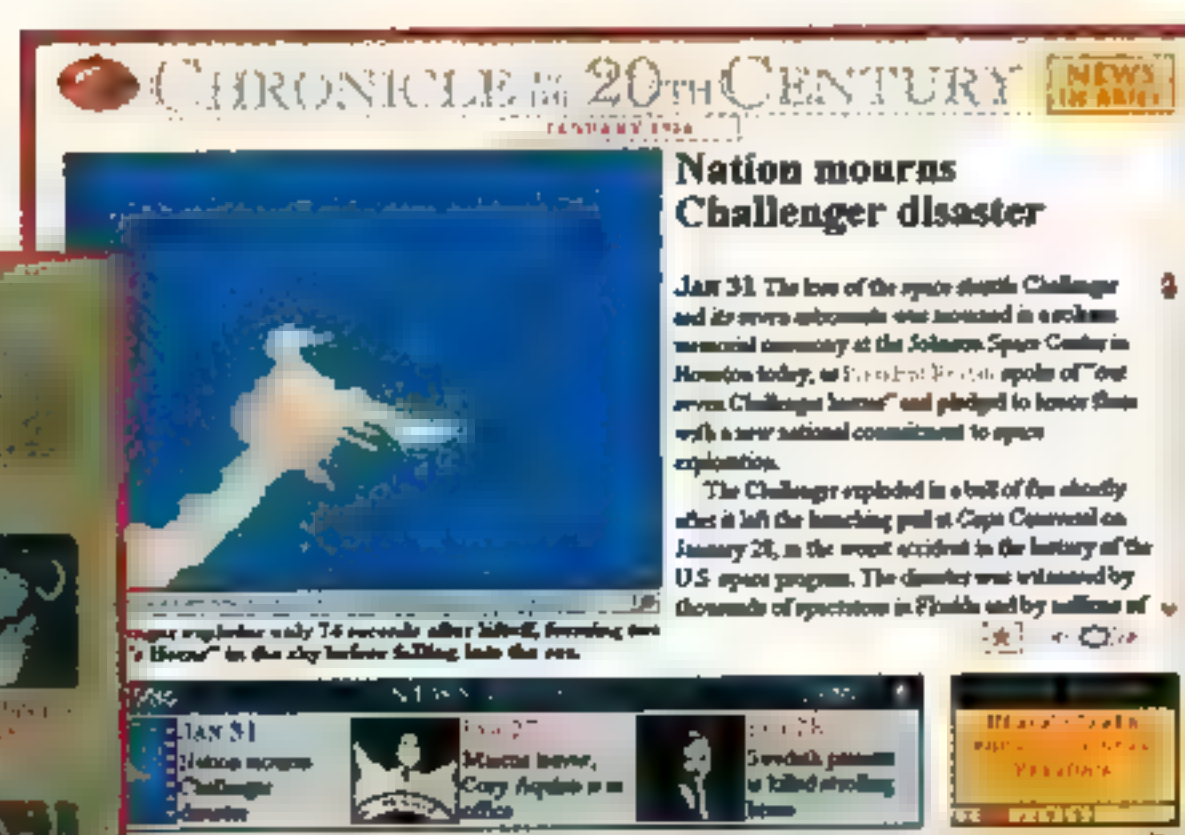
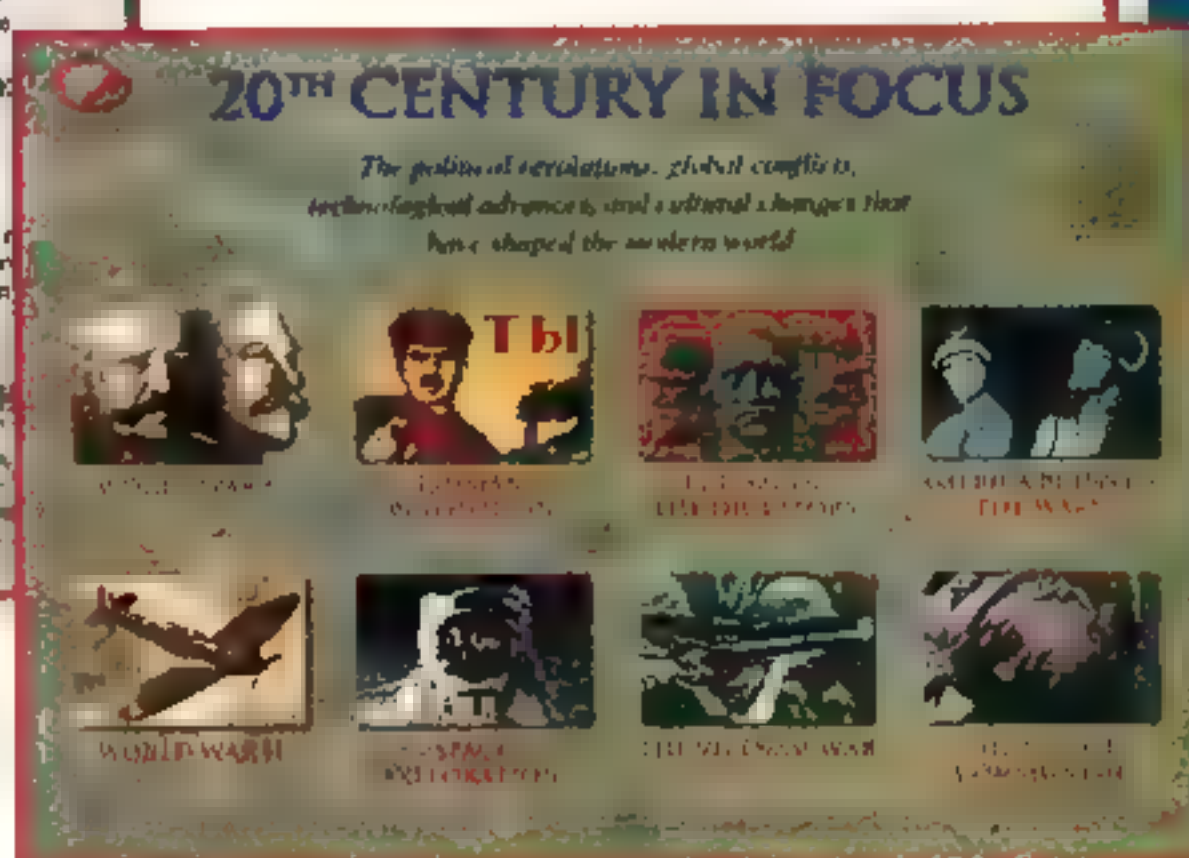
Got any problems? We answer your guitar-related queries, from buying equipment, to setting up and playing.

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• The best competition prizes
• And much, much more...



JFK is one of 100 newsmakers afforded a biography screen. It recalls the Cuban Missile Crisis, but not the Bay of Pigs, and includes a clip from one of his speeches.

Chronicle of the 20th Century offers eight rather facile multimedia presentations (with pictures, video and sound) on history-shaping events.



You'll spend most of your time looking at screens like this. Disasters, political upheaval, war, assassinations – they're the staple of the century's news. Depressing, eh?

CHRONICLE OF THE 20TH CENTURY

As the century winds up, the CD-ROM revolution rolls on with this new disc. Take a look at the past 100 years here.

Just as Christmas decorations go up in the shops from the end of October, so the received wisdom of our commercial culture dictates that we should begin our retrospective look at the century three years shy of its conclusion. So it is with *Chronicle of the 20th Century* and, disappointingly, this CD won't be able to tell you anything about the events shaping 1998.

Apart from this temporal anomaly, though, *Chronicle of the 20th Century* is an accurate, concise and neatly presented look at the major events of the past 96.5 years. Any major occurrence you can think between January 1900 and July 1996 appears in the form of a newspaper article. Wars, elections, murders, declarations of independence – they're all included. You can century-surf to any given period by clicking the dateline and entering your destination.

Jump to December 1990, for instance, and up pops the story of Lech Walesa's

election as president of Poland, complete with a picture of him casting his vote. Step back to June 1925, and the headline reads 'Chinese civil war sparks xenophobia'. The news of September '62, meanwhile, concerns rioting following the enrolment of a negro student, James Meredith, into the University of Mississippi.

Essential elements

Even main stories such as these, running at three or four paragraphs, are disappointingly short. Though they're written matter-of-factly and the essential elements are covered, you certainly feel there's a lack of depth.

Furthermore, although these stories appear as though they were published in a newspaper, they were all actually retrospectively written and are not directly from papers of the day. Therefore, *Chronicle* lacks the immediacy and depth found in News Multimedia's *Makers of the 20th*

Century, which is comprised of bona fide news stories.

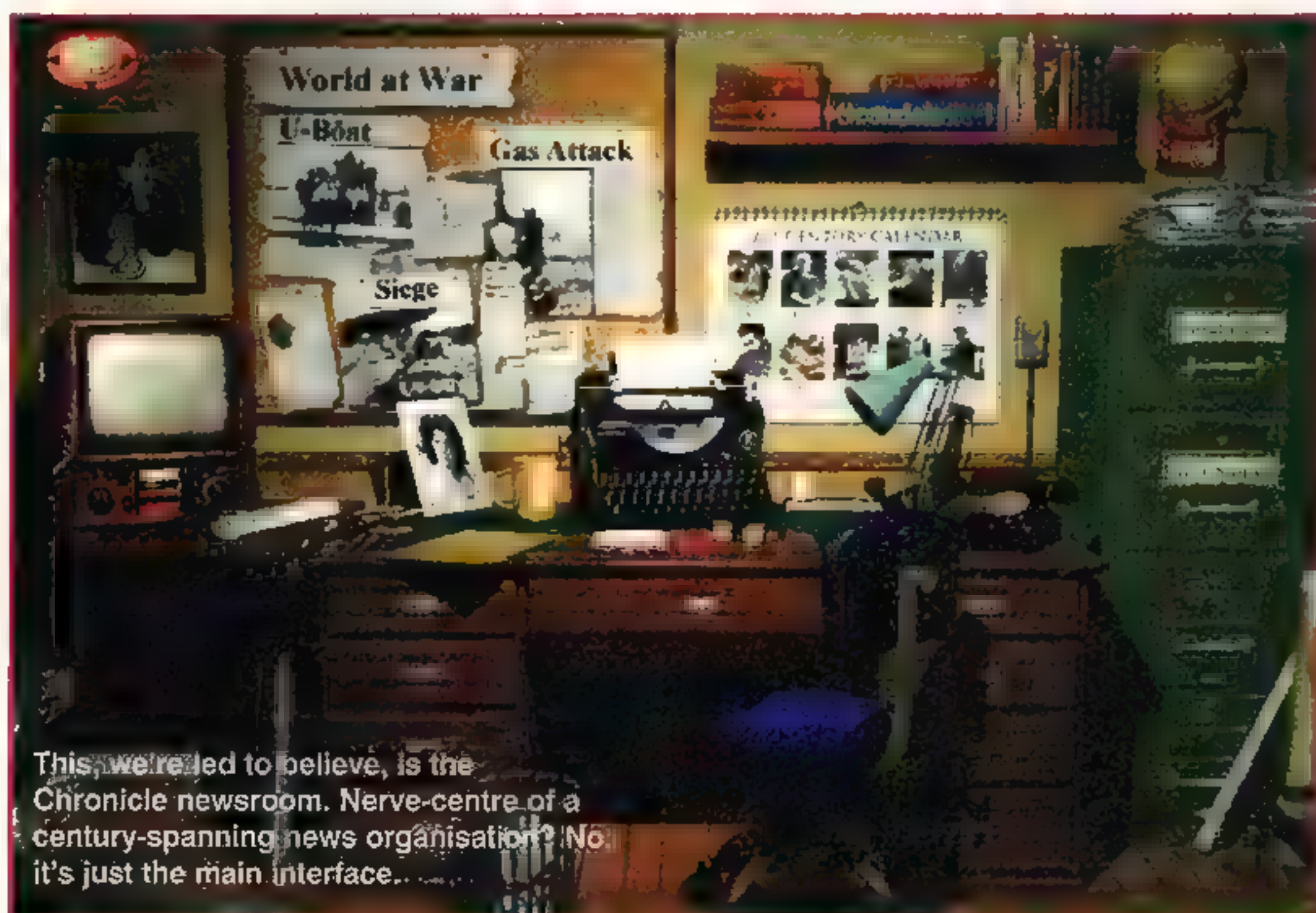
Fortunately, *Chronicle* does have more to offer. For each main story, there are up to eight additional newswatches, basically supplementary articles about other things going on at the time. Hence, alongside the tale of Lech's election, you can read about the Cuban situation, Isak Dinesen's death and Stravinsky's return to Russia. Furthermore, wherever the chainlink icon appears, you can follow certain threaded stories back to their origin or on to their conclusion.

Chronicle does have an immense range of very accessible information and is easy-to-use. It is thorough in its coverage of the century and rather enlightening. If you're familiar to the high standard set by most discs produced by Dorling Kindersley, you'll probably be slightly disappointed by this one's lack of depth – especially as it sells for £50. (GW)

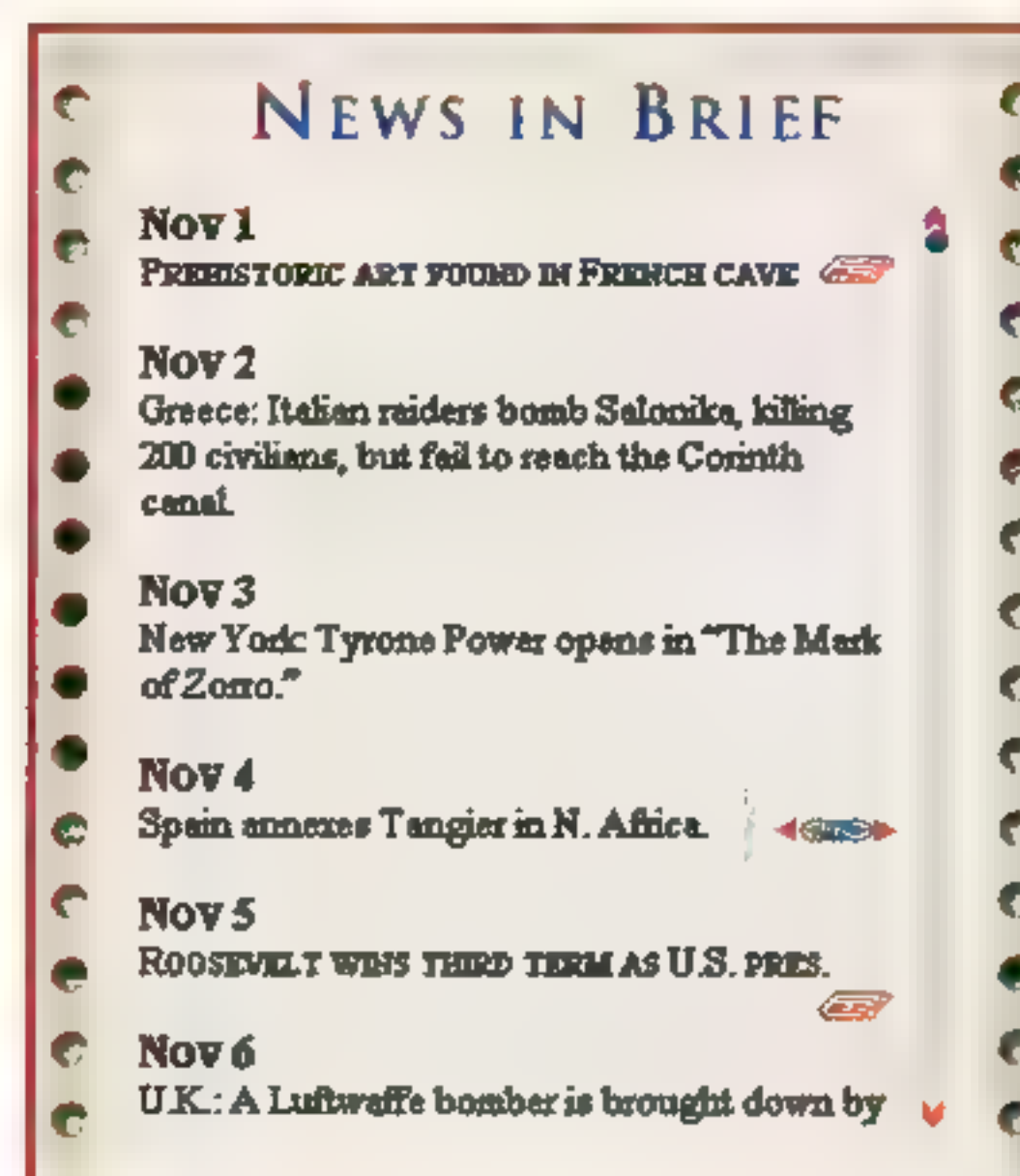
PCR Quiz

We'll state the event and you guess the date. Answers at the bottom of the page.

- 1) North Korean troops cross the 38th parallel and invade South Korea.
- 2) Southern Ireland declares itself a Free State under the dominion of the British Empire.
- 3) PM Margaret Thatcher escapes injury when an IRA bomb explodes in her Brighton hotel bathroom, killing two and wounding 34 others.



This, we're led to believe, is the Chronicle newsroom. Nerve-centre of a century-spanning news organisation? No, it's just the main interface.



Over 35,000 days this century are given at least one sentence's coverage. Many are linked to bigger stories. This one is November 1940.

DEVELOPER
Dorling Kindersley
PUBLISHER
Dorling Kindersley
CONTACT
0171 753 3488
PRICE
£39.99
MINIMUM SYSTEM
486/33, 8Mb RAM,
SVGA, double speed
CD drive, Windows 3.1

PC REVIEW VERDICT

A good overview of the century, but too pricey to justify its shortcomings.

6



Ted and Terry are your writers. Leave them to it if you like, but soon you'll want to amend their script and create a director's draft.



Jennifer Aniston is Laura. Sadly, she isn't as sultry as in your average Friends episode. There's no Courtney Cox, either.



STEVEN SPIELBERG'S

DIRECTOR'S CHAIR

The power, the vision, the jodphurs. Film directing is a dream job for many but will Director's Chair fulfill anyone's fantasy?

OOH, WE HAVE A LAFF...

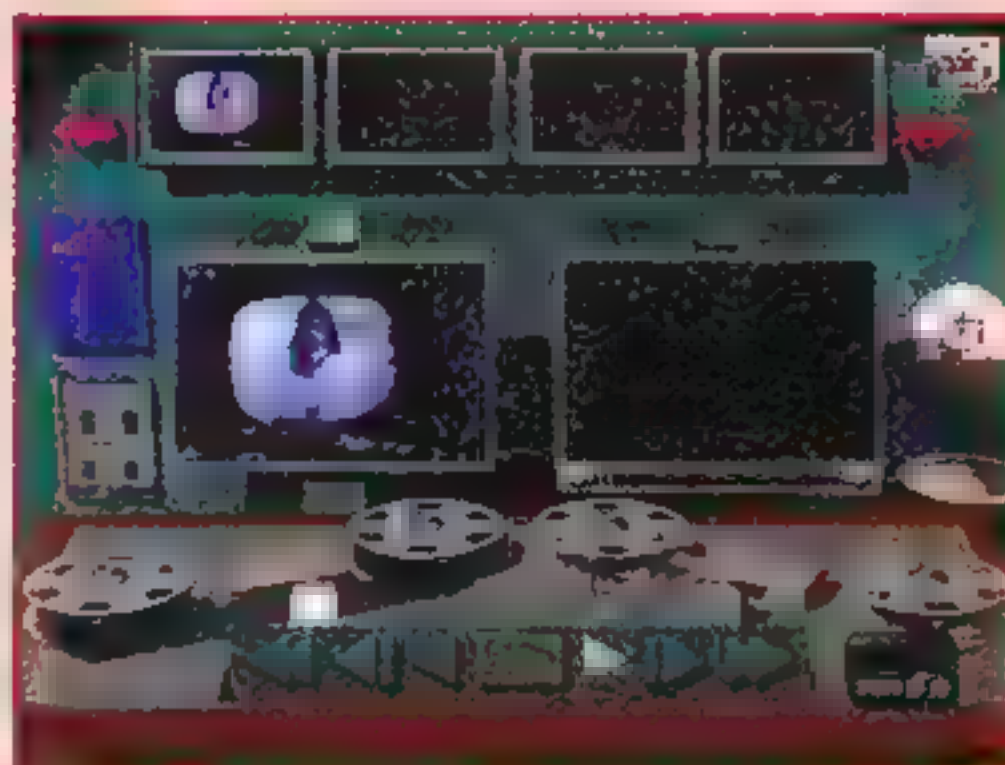
Director's Chair is littered with in-jokes and humorous little features. Clicking on the window in your office will bring up a series of different animations, from ET and Eliot flying past to a shark fin swimming by. Click on the dartboard in the writer's office and photos will appear. And some of these hidden features will enable you to skip the early levels and gain access straight away to the big budgets, longer schedules, more shots and other things that normally only come to those who wait. Or those who sleep with the producer.

Let's get to editing

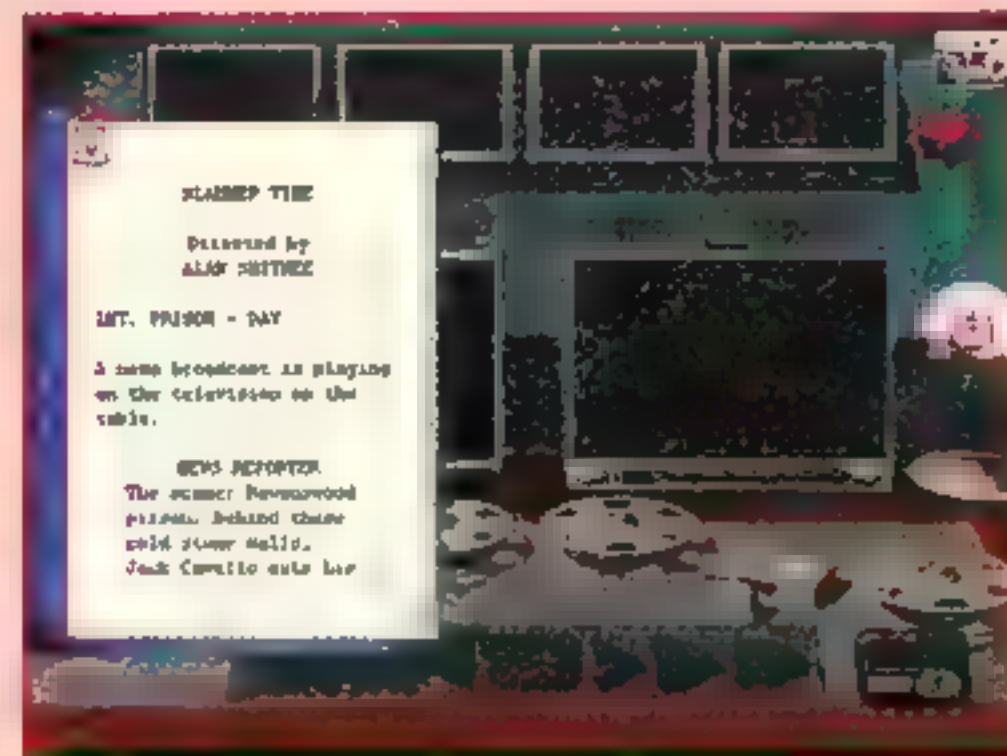
Editing is one of the most creative phases of filmmaking and it's the one that Steven Spielberg's Director's Chair handles best. Even though the editing tools you have at your disposal are limited, it still gives a fair impression of what's involved in the cutting process.



1 There's Michael Kahn, editor of Raiders, Schindler's List and Jurassic Park among others. He has a few guiding words on the editing process, but then you're on your own.



3 Now, you can play it through at normal speed, a frame at a time or at high speed. And you can do all these things backwards too. Then you mark a start and end point on the shot and cut it.



2 So, what you do is click on your script which sits next to the editing machine, flick through until you find the shot you want to start with, and click on it to load that piece of film.



4 That shot forms the start of your assembled film, which appears on the screen on the right. You can then follow the same procedure to choose your next shot and see how things shape up.

Steven Spielberg. Schindler's List, Jurassic Park, Jaws, ET, Close Encounters, Raiders of the Lost Ark, Duel. All fantastic films that have helped make him the most successful film director in history. But what about Hook? What about Always? What about 1941, Indiana Jones and the Temple of Doom and Empire Of The Sun? For a truly creative visionary, Steve has had his fair share of turkeys too. Not everything he touches can be brilliant. All of which – as Barry Norman would no doubt say – brings us to Director's Chair.

Familiar concept

Now, the concept isn't exactly a new one. There have been moviemaking packages in the past – a lamentable 'Do your own pop video for INXS' effort on the Mega CD and, much more recently, The Simpsons and Batman cartoon makers. But there hasn't been a package with quite the clout of Director's Chair. Not only is it fronted by Steven Spielberg, but the stars of the film you get to make are Quentin Tarantino, Jennifer (The-one-with-the-curve-bod in Friends) Aniston and, less logically, magicians, Penn and Teller. There's plenty of talent behind the cameras as well, with Spielberg's regular Director of Photography and Editor (Dean Cundy and Michael Kahn), and experienced pros in charge of sound editing, marketing and other production departments.

Director's Chair is a very structured product which does make it true to the actual process of shooting a film. The amount of organisation and coordination

Popcorn and ices



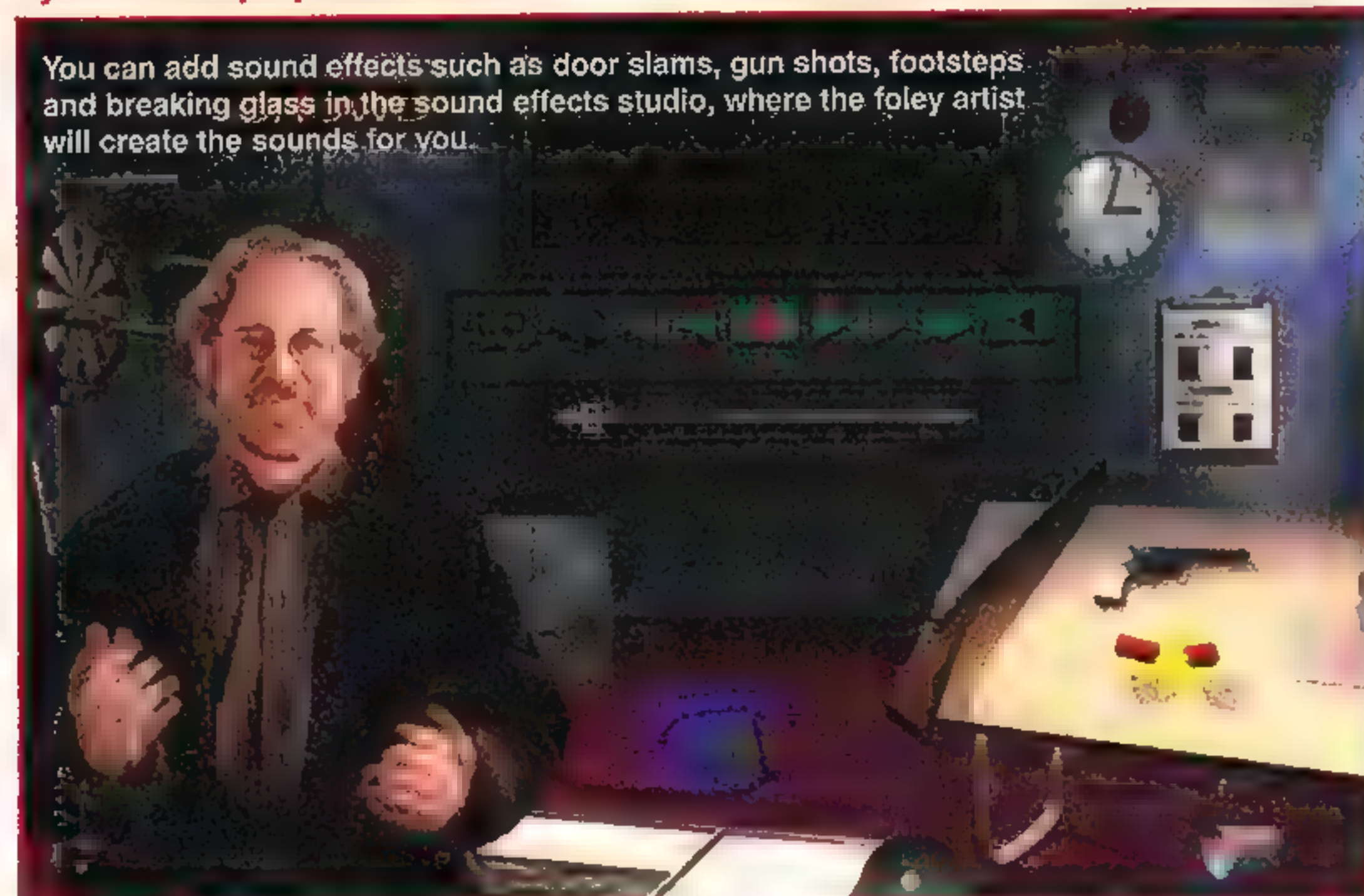
You've finished your movie and the release print has returned from the 'labs' (wherein the video clips have been downloaded on to your hard drive) you can see a test screening at the preview theatre.



After Spielberg's introduced your film, a small audience watches it and after the screening you can click on them to learn what they thought of it – and whether you can move on to the next level.



Music can be added here – you can choose your instruments and orchestras, and music styles to accompany certain scenes.



You can add sound effects such as door slams, gun shots, footsteps and breaking glass in the sound effects studio, where the foley artist will create the sounds for you.



The game's main menu is the studio lot. The scrolling, wraparound lot has bungalows and studios – just click on a building to enter.

involved in each stage of making a film is staggering, and *Director's Chair* enables you to participate in every one of them. From scriptwriting, through shooting, editing, sound design, music and promotion, the game – which is what it calls itself – gives you the impression of being in control of a movie. But, again, as in the real world of filmmaking, you don't have anywhere near the absolute control that the myth of the megaphone-wielding director would have you believe.

There are limitations placed upon you which force you to think creatively. The main limits – the budget and the shooting schedule – force you to choose between scenes at the script stage, select shots carefully in the studio, work fast to cut the film together, add the sound effects and music and design titles and a poster.

Tidy bungalows and water tower

It's all operated from a very simple mouse interface with constant on-line help, in the form of a video pager to your production assistant (PA). The main menu takes the form of the studio lot – complete with iconic water tower and homage to Hitchcock's *The Birds* – with tidy bungalows housing each of the major departments, pre-pro, production and post-pro. On the introductory novice level, Spielberg himself introduces you to each stage of production with a few nuggets of wisdom and then hands on to the

crew member in charge of the department. However, in reality, all their and Spielberg's 'involvement' in your film is purely cosmetic. They say hello, recount their illustrious CVs and then disappear only to pop up as you leave their department to say goodbye.

And what of the film you're making? Well, it does indeed star Quentin Tarantino and Jennifer Aniston. He's Jack Carvello, wrongly convicted of murder and on his way to the electric chair, and she's his girlfriend Laura, trying to clear his name by revealing the true murderers, Messrs Penn and Teller. The pseudo-game structure of *Director's Chair* means that on the earlier levels you'll only be able to use a few shots – on novice level you can only shoot in masters, long takes that cover all the action. Medium shots and close-ups come when you've completed your first film successfully.

And, as you get more experience, you'll have a greater choice of scenes to tell the story and, ultimately, you'll be able to use special effects, stunts and even let the actors improvise their lines. But at the end of the day, you're still limited in what you can shoot – there are only 66 minutes of material and a set selection of shots – and the only creative work you have is the editing.

Spielberg confesses that he enjoys editing most, and it's certainly the best part of *Director's Chair*. You have some pretty basic editing tools that enable you to play and cut up your shots and assemble the

film. This is the only section that approximates the real-life process of filmmaking. You can't reshoot material, you have to make a story out of what you've got. But you can re-order the story, use music and FX to darken or lighten the tone of it and decide on the rhythm of your finished film. It has its faults, though. You can't hear sound when you play a shot backwards (a problem during fine cuts) and once a sequence is assembled there's no way of removing individual shots.

Liquorice Allsorts

Ultimately, *Director's Chair* is an infuriating package. It familiarises you with some of the basic tools of the filmmaker – in an often patronising manner, it must be said – but the storyline is constricting. It's like putting you in a huge sweet shop and then saying you can only eat those jellies in Liquorice Allsorts that everyone else leaves.

When you've played through the four difficulty levels and had a go at editing the film a few different ways, you'll soon tire of *Director's Chair*. As a 'game', it lacks any real challenge beyond a little bit of time management, and the film, despite the actors involved, isn't anything special. As a multimedia learning tool, it's only occasionally informative but nothing the interested film buff won't already know. Why Spielberg chose to produce something like this, instead of exploiting the creative potential of interactive media, is anyone's guess. (CB)

DIRECTOR'S CHAIR

Playing *Director's Chair* for a couple of days may give you a little insight into the process of moviemaking, but to really know the score the only place to go is to the movies, of course. *Swimming With Sharks* and *The Player* are the best Hollywood on Hollywood movies of recent years, but true cineastes may want to check out Fellini's seminal *Eight And A Half*, Francois Truffaut's *Day For Night* and going back a bit, *The Bad And The Beautiful*, *The Big Knife*, *Sunset Boulevard* and *Singin' In The Rain*.

DEVELOPER
Random House UK
PUBLISHER
Knowledge Adventure
CONTACT
0171 973 9000
PRICE
£49.99
MINIMUM SYSTEM
486DX2/66, double speed CD drive, 8Mb RAM, 40Mb hard disk, SVGA, Win 95 or 3.1

PC REVIEW VERDICT

Despite the star names, this is a disappointing and limited exercise in multiple choice.

6

Tarantino is Jack Carvello, wrongly convicted of murder and on his way to the electric chair, and Jennifer Aniston is his girlfriend trying to clear his name by revealing the true murderers, Penn and Teller.

AND BACKWARDS
The DNA in a human cell could encode all 33 volumes of the *Encyclopaedia Britannica* three or four times over. Some species of amoebas have as much information in their DNA as 1,000 *Encyclopaedia Britannicas*.

CD-ROM



Richard Dawkins has a simple rule for understanding evolution: "Ultimately, life knows only one command: *can you yourself?*"

BARNACLE WARS
The coast of Scotland is a barnacle battle ground. Acorn barnacles usually live high on the shore's rocks and feed during high tide. When they try to move down, they come into competition with larger star barnacles which usually crush them. It's a species war. Other barnacles choose to live on whales. Others live in Wales.

CD REVIEW

Exclusive demo.

DEVELOPER

Notting Hill

PUBLISHER

Notting Hill

CONTACT

0171 937 6003

PRICE

£39.95

MINIMUM SYSTEM

486, 8Mb RAM, 10Mb hard disk space, SVGA, double speed CD drive, Windows 3.1 or 95

A few problems outweighed by good presentation and a bundle of fascinating facts.

PC REVIEW VERDICT



The Spiny Porcupine



The African porcupine has spikes. The North American one does as well. But each evolved its spikes separately and they're not related. Amazing.

EVOLUTION OF LIFE

Creationists clearly don't know what they're on about. But we do, now that we've seen Richard Dawkins' first CD-ROM offering...

Most questions about sex are of the 'when?' and 'with whom?' variety. But have you ever wondered why there is sex? With the ever-increasing efficiency of modern life sex, and the pursuit thereof, it seems a rather inconvenient if pleasurable way of procreating.

There are lots of reasons why it exists but, crudeness aside, it actually has a practical evolutionary purpose. With asexual reproduction, there's little variation in genes across generations. Predators and parasites quickly adapt to the defences of an asexual reproducer – sex maintains variety in the gene pool, making it harder for parasites to keep up with developments in that species. It makes sense, and that's why sex exists.

This reasoning is not our own. We learned it from Richard Dawkins and his new CD-ROM, *Evolution of Life*. Published by

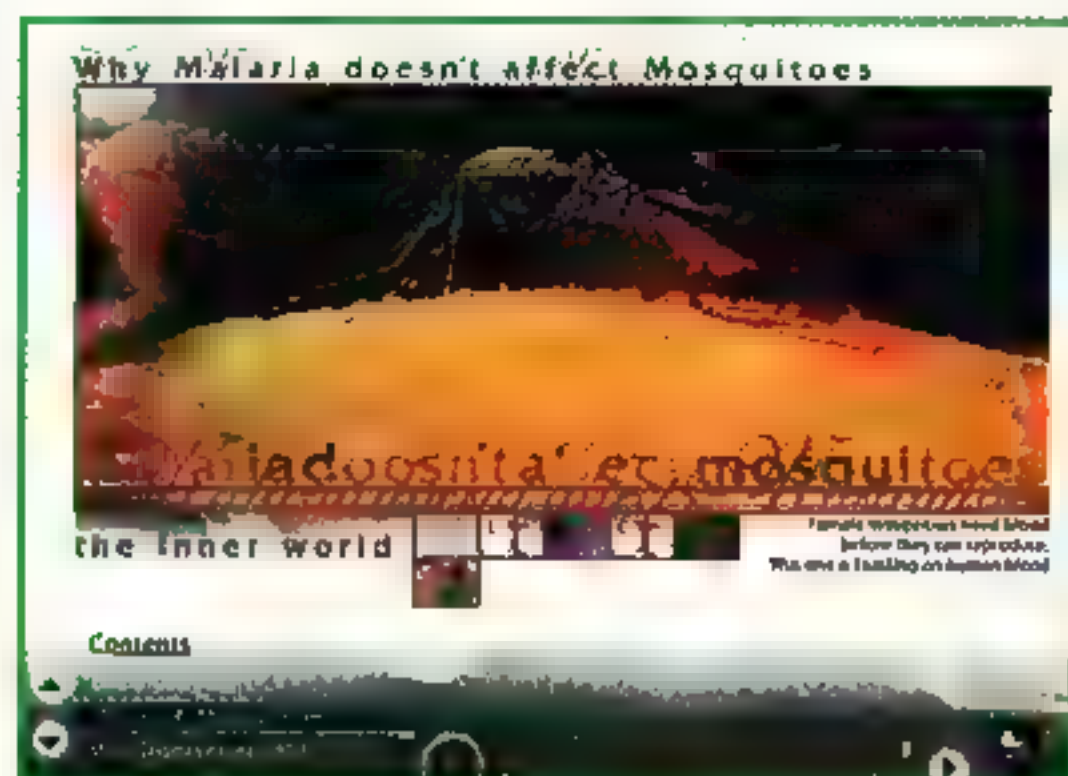
Notting Hill, it enables you to explore Dawkins' evolutionary theories without ploughing through one of his bestsellers. Beginning your journey in his office, after learning a few of the basics about DNA and natural selection, you'll soon be in the evo-dome, or museum of life. Clicking your way around *Myst*-style, you'll find displays and information panels.

Each talks about certain elements of Dawkins' theories. The one on the Nature of Progress, for instance, challenges the notion that evolution always results in improvement. After all, crocodiles, crabs and coelecanths have hardly evolved for millions of years. Cave fish, meanwhile, have lost their sight – hardly progress, even in a cave.

At most panels, you'll be treated to short narrations by Dawkins, which sound as though they were recorded inside a paint tin.

Where relevant, there are links to the disc's central database which contains a series of more in-depth articles. Go to the centre of the evo-dome and you'll find presentations on more difficult topics, such as why there is sex or how evolution came up with the eye. Did you know that an octopus eye is better constructed than a mammalian one?

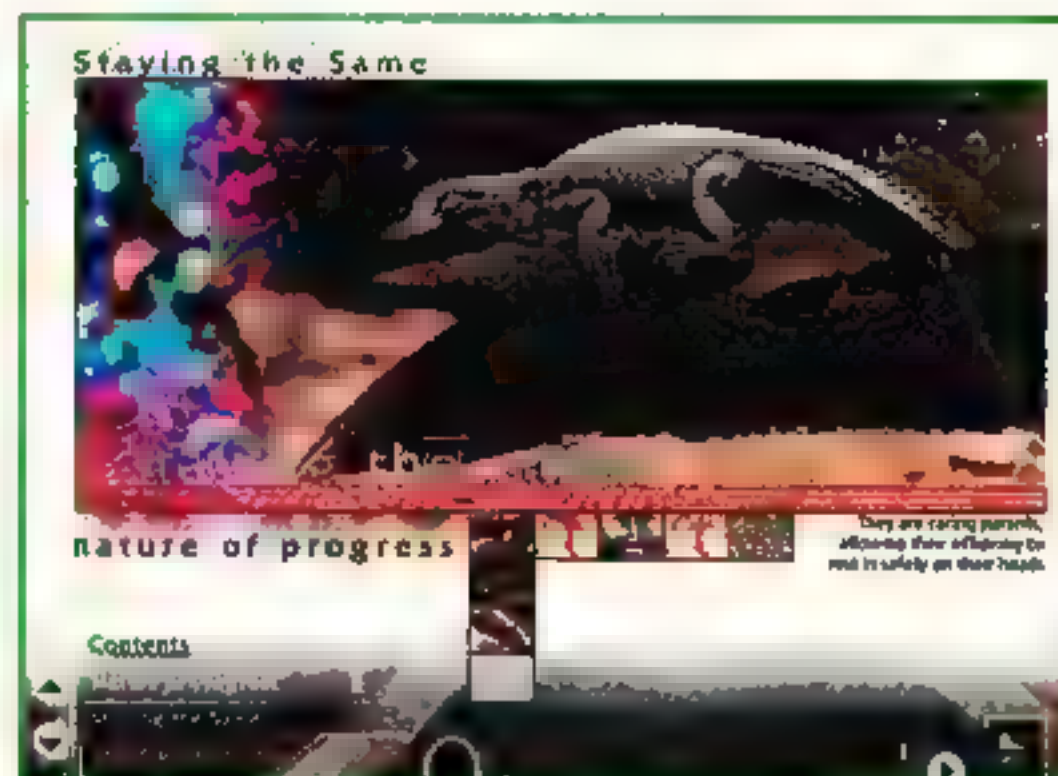
Evolution of Life's design sparkles and the information is clear and interesting, though often a broader range of examples could have been used. Likewise some taxing issues are skimmed over: if the DNA in all the cells in your body is the same, how do you end up with eye cells, liver cells and toe cells? A difficult question which isn't answered on the disc. And sadly, we had trouble running the CD on two of the three test machines. These issues aside, however, an extremely interesting disc. (GW)



Double parasite mayhem here. Firstly there's the mosquito, then the malaria bug inside it.



What-ho! The Queen may just have been a mutie, adding cause to the Republican case.



Evolution means progress? Wrong. Crocs haven't changed since the dinosaur era.



...that's nearly you can see in some of those tasteful montages.

THE LOVERS' GUIDE

Perfect fare for those cold winter nights curled up in a duvet... in front of the PC.

Sex sells. Publishers know it, nightclub owners know it, scriptwriters and newspaper magnates know it.

Whether it's presented in a soft or hard variety and no matter how good or bad the quality of the presentation (just think about reader's wives) the subject will guarantee at least some interest from the general public.

To make it big in the sex world, however, you must package and market your product in such a way that taste is not an issue and the more sensitive members of the public are not offended by it. Marketing the explicit as educational is one way of achieving this.

Following its great success as a book, *The Lovers' Guide* – a comprehensive study of and aid to sex and sexuality – has now been released as a CD-ROM, utilising all of the benefits that digital video and audio can bring to such a physically active subject. According to the blurb on the disc, it will "help you maximise your sexual potential and enhance your relationships". However, before you youngsters grab for some cash and head for the

shops, the program is password protected and carries an 18 certificate. This one is strictly for the adults.

Dividing its focus between the instructive and the interactive, the disc presents the user with the option to explore his/her sexuality through watching and listening to how others enjoy themselves, consulting an 'advice line' and obtaining an individual sexual profile outlining areas for improvement.

Although you're warned that the live action video on offer is of the explicit nature, for those who rarely consult such a product the shots do seem at times to be a little gratuitous. The quality of the video itself, totalling around 35 minutes, and the 400-odd still images is good, however, and most of it comple-

ments text and audio that neither patronises nor trivialises. This is important when you consider the obvious delicacy of the subject.

Also, the disc does well to take a responsible line on important issues such as contraception and sexual health, and in addition, includes a lot of useful information

on the biological and social aspects of your lovemaking.

One aspect of the program that particularly lends itself to the computer is the personal profile section. A little better than those featured frequently in women's magazines, this one has a number of questions on everything from sexual knowledge to intimate queries on your relationship. There is even an answer-directed pathway, through which you may progress to obtain an individual diagnosis to your problem. Progress through the sections is easy and a simple active index enables you to refer to subjects swiftly, should you feel the need.

The birds and the bees

If you need to pep up your sex life and learn a little more about the birds and the bees, then this disc is a good choice, definitely worth considering. It's very reasonably priced and, putting aside a few of the more over-the-top video clips, is in pretty good taste. This is one CD-ROM adaptation that augments and improves upon the original. So, why not do yourself and your lover a favour on Christmas Eve? Buy *The Lovers' Guide*, place it in a fishnet stocking and hang it from the bedpost. It could be just the inspiration you need to work off those calories you're bound to put on over the holiday period. (JT)



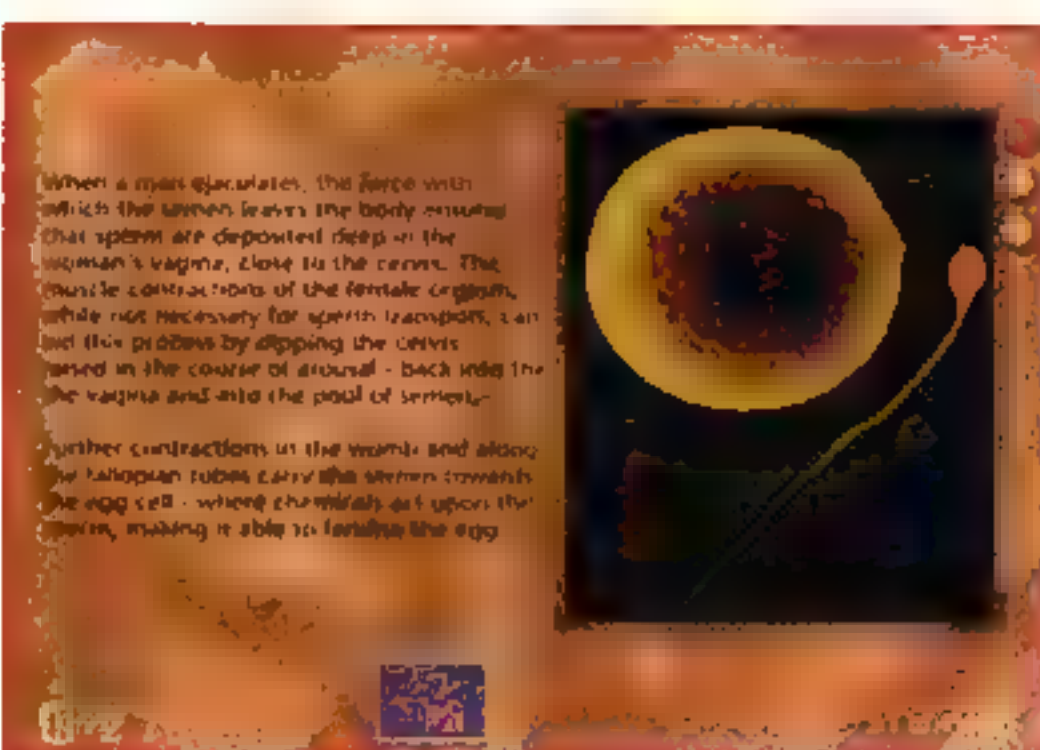
Advice given is helpful and responsible and covers a range of subjects for both sexes.



'Sex and society' informs you of the various historical changes in our attitude towards sex.



The formation of twins is just one of the peripheral yet interesting topics on the disc.



An introduction to conception. Biological facts are detailed but not boring.

OYSTER BAR

"The Greek goddess of love, Aphrodite, from whose name the word 'aphrodisiac' was derived, was said to come from the sea, and this may well explain the link between seafood and sex. Oysters are often eaten live and the fish eggs of caviar also suggest fertility. The rarity of both foods also adds to their value, and possibly to their 'aphrodisiac' qualities. In Victorian England, however, when oysters were common, they were neither a delicacy nor an aphrodisiac."

DEVELOPER

YITM Multimedia

PUBLISHER

YITM Multimedia

CONTACT

0113 243 8283

PRICE

£24.99

MINIMUM SYSTEM

486, 4Mb, SVGA, CD drive, Windows 3.1

PC REVIEW VERDICT

Explicit but fun and informative guide. Surprisingly responsible and well-presented.

8

Alternative Software have come up with the definitive Rugby League game for the PC. A top class sports sim....PC HOME

Full commentary by BSKYB's legendary commentary team Mike "Stevo" Stephenson and Eddie Hemmings.

ALTERNATIVE SOFTWARE'S SUPER LEAGUE

Pro Rugby

PC CD ROM (486DX50 and above
Windows 95 Friendly 8mb Ram)

£44.99

The only official computer game of the Super League & RFL.



Brought to you in association with

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PUMA



Screen shots taken from IBM PC Version

-  Revolutionary Rugby action.
-  Pick your favourite team from real life squad members.
-  Features all the Super League, Division I and II clubs, plus Australian teams and international squads.
-  Stunning 3D graphics.
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-  Play Friendlies, Leagues, Tournaments, Cups / Trophies, Playoffs, Internationals.
-  Unrivalled playability.
-  Multi - save game feature.
-  This will delight rugby fans everywhere.

All the above features are from the IBM PC version

At last, a Rugby League game worth playing. Fans and newcomers to the sport will love it....PC HOME

Features everything you could possibly expect from the official Super League game....PC HOME



ALTERNATIVE SOFTWARE
Units 5-7, Baileygate Industrial Estate,
Pontefract West Yorkshire WF8 2LN
Tel: 01977 780767 Fax: 01977 780243

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WHSmith

....and all good computer stores

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Name _____

Address _____

Titles _____

Formats _____

Quantity _____

Card No. _____

Exp date _____



By adding strata to the ecosystem, you can create your own wonderful rock formations, like this one.

WORLD CONSTRUCTION SET 2.0

Transform the landscapes of your imagination into a vivid reality. Here's a piece of software that makes you a god!

There's something deeply moving about beautiful landscapes, and the desire to explore seems almost fundamental to our nature. Wasn't it that great philosopher Captain James T Kirk, who every week proclaimed his mission "To explore strange new worlds and to boldly go where no man has gone before"? The trouble with exploration is that it's expensive, and even with an unlimited budget there are places you can't go – the surface of Mars, for example. Now, thanks to *World Construction Set* (WCS), you can go anywhere on Earth, and a few places beyond it too.

Like *Vista* before it, WCS is a landscape renderer. You give it information about the

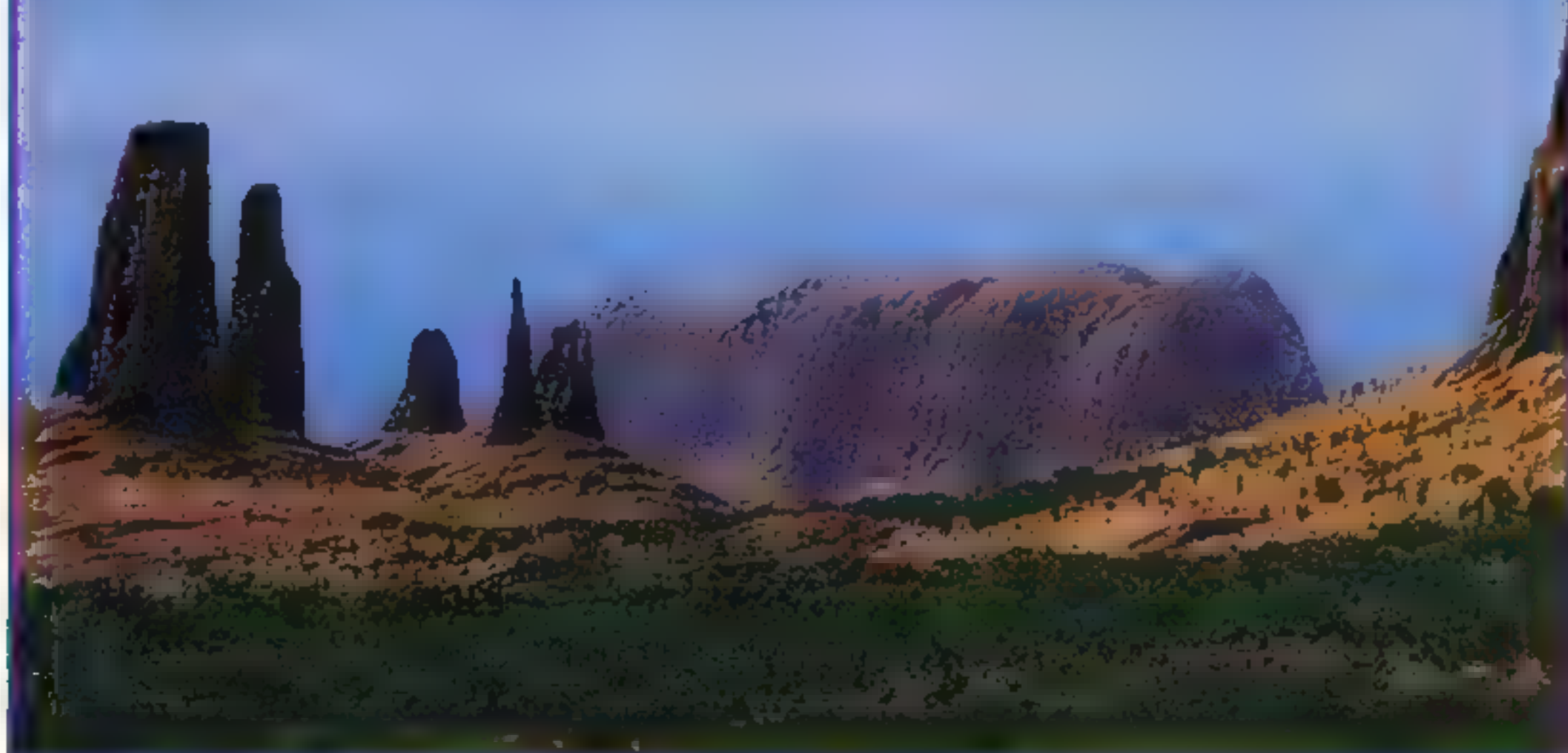
landscape that you want to see, and it'll draw that landscape for you. Unlike its popular rival, WCS produces images of breathtaking, spectacular photo-realism, complete with plants, clouds, atmospherics and rock strata.

The program uses digital elevation maps (DEMs) to determine the terrain it will render. An elevation map is essentially a two dimensional grid of numbers representing a rectangular area of land. The numbers denote relative height above sea level, and their position in the grid indicates latitude and longitude. The most common source of these maps is the US Geological Survey, that provides maps in two popular resolutions: 30m and 90m (the numbers represent the

frequency at which elevation samples are recorded). Both formats record elevation to a sensitivity of one metre, but the 30m format is less reliable, despite its higher resolution. In addition to USGS DEMs, the program can use Vista DEMs, and can also convert bitmaps into contour maps. You can even import binary spreadsheet data, rendering it to help with the visualisation of information.

Once you've selected a DEM, WCS uses it to extrapolate its own additional REM data, used in the placement of plants, and this is then assigned to a project. A project contains all of the information about the world you're creating. Your world may simply consist of a single, low-resolution DEM, ▶

The haze function is perfect for producing subtle depth effects such as this one.



Produce intimate landscapes by increasing foliage density and reducing camera focus.



As this craggy ridge shows, even up close the landscape still looks great.

THE WORKS



At last you can now get your hands on the World

Construction Set – software that's been wow-ing Amiga users for years and has now been given the PC treatment.

Also this month, Netscape's new Navigator takes on Microsoft's Internet Explorer 3 on page 113. Which window on the world will you be choosing?

Starting this issue, we'll always be bringing you two buyer's guide round-ups. Turn to page 114 for the last word on upgrading your monitor and buying a fast modem. Next month we'll cover speakers and faster CD-ROM drives. See you then.

Mark Broomfield
Technical editor

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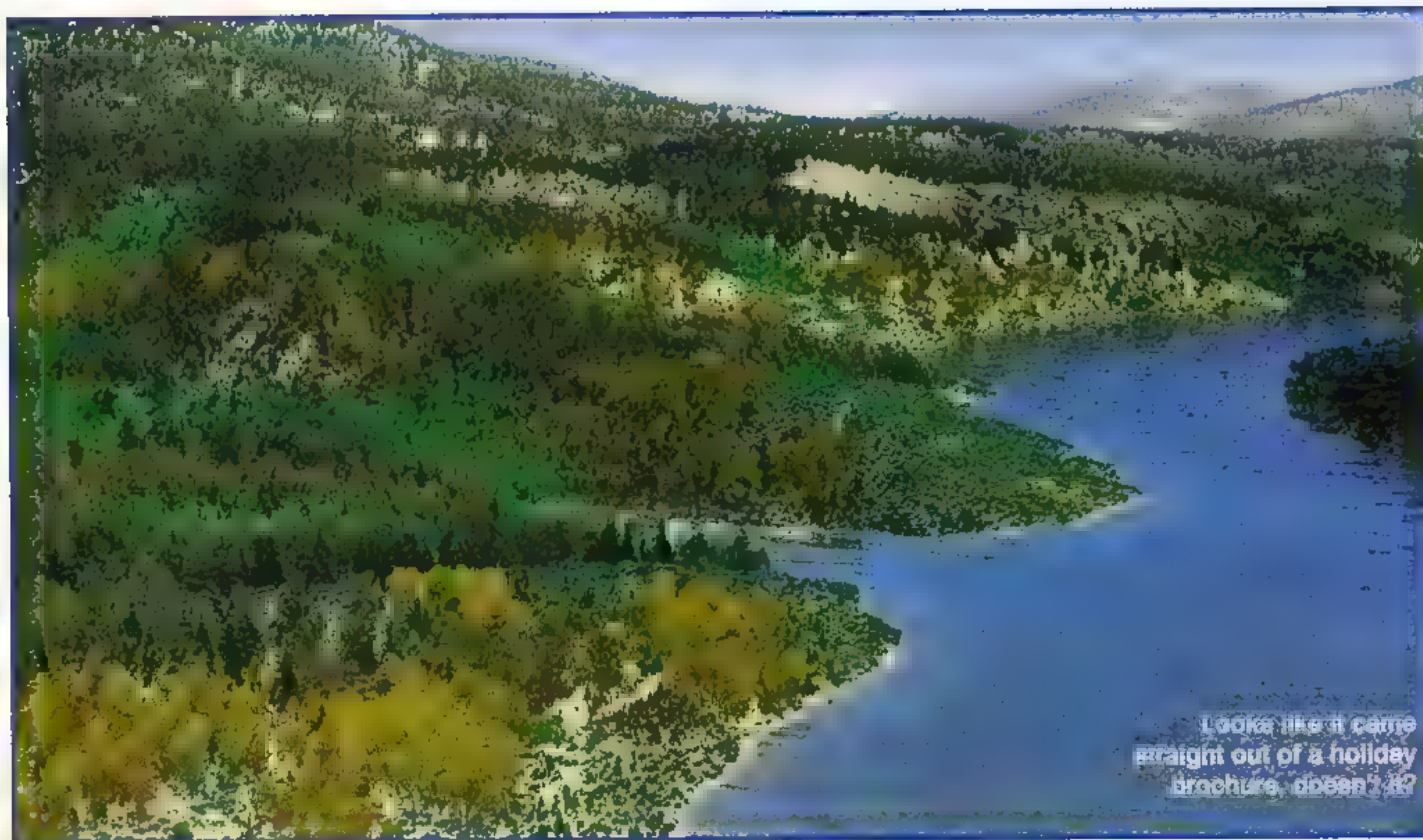
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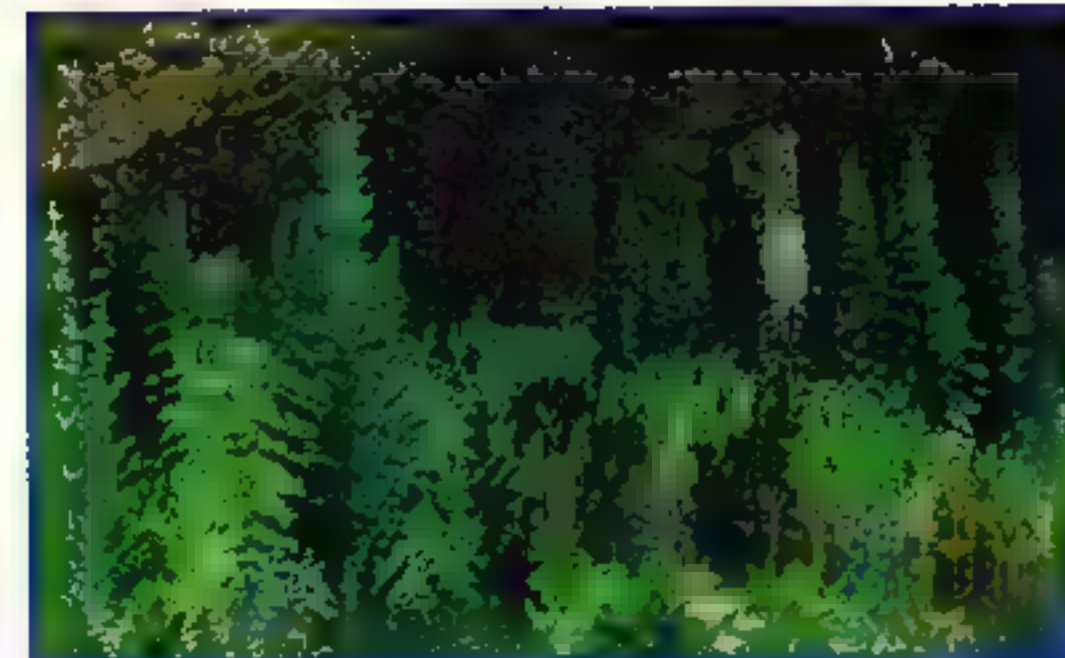
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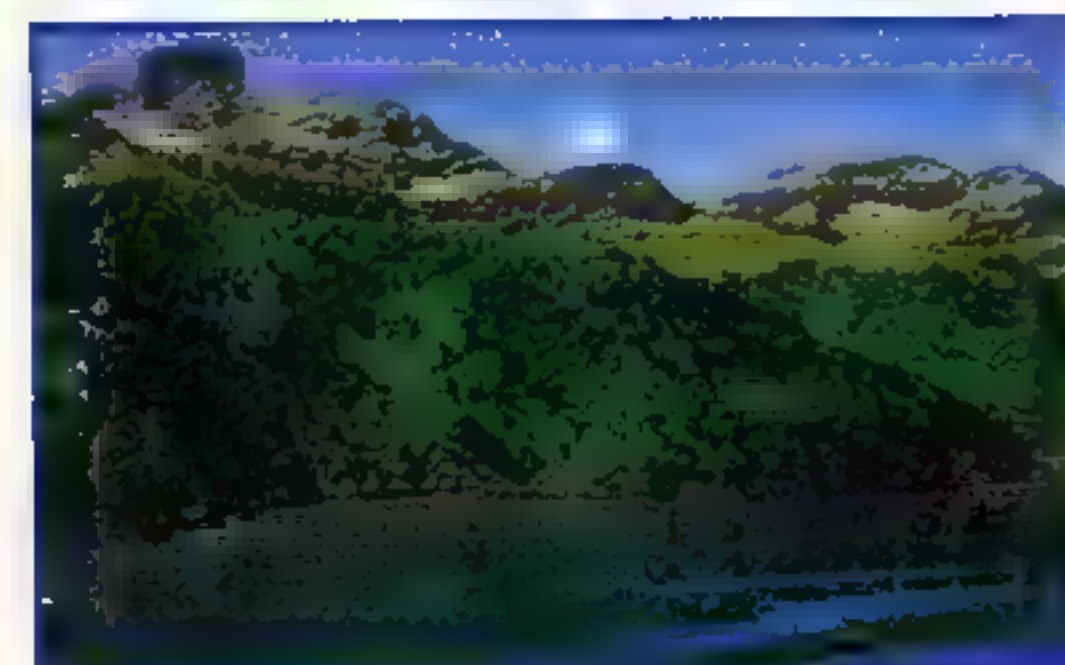
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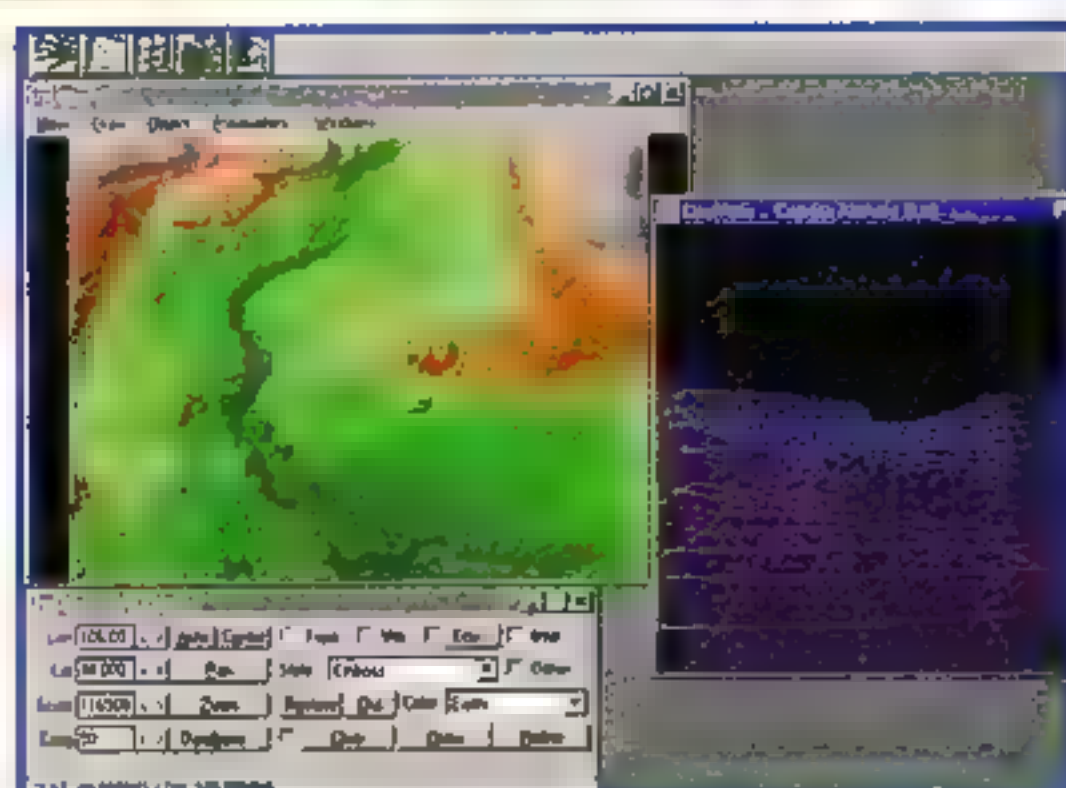
Looks like it came straight out of a holiday brochure, doesn't it?



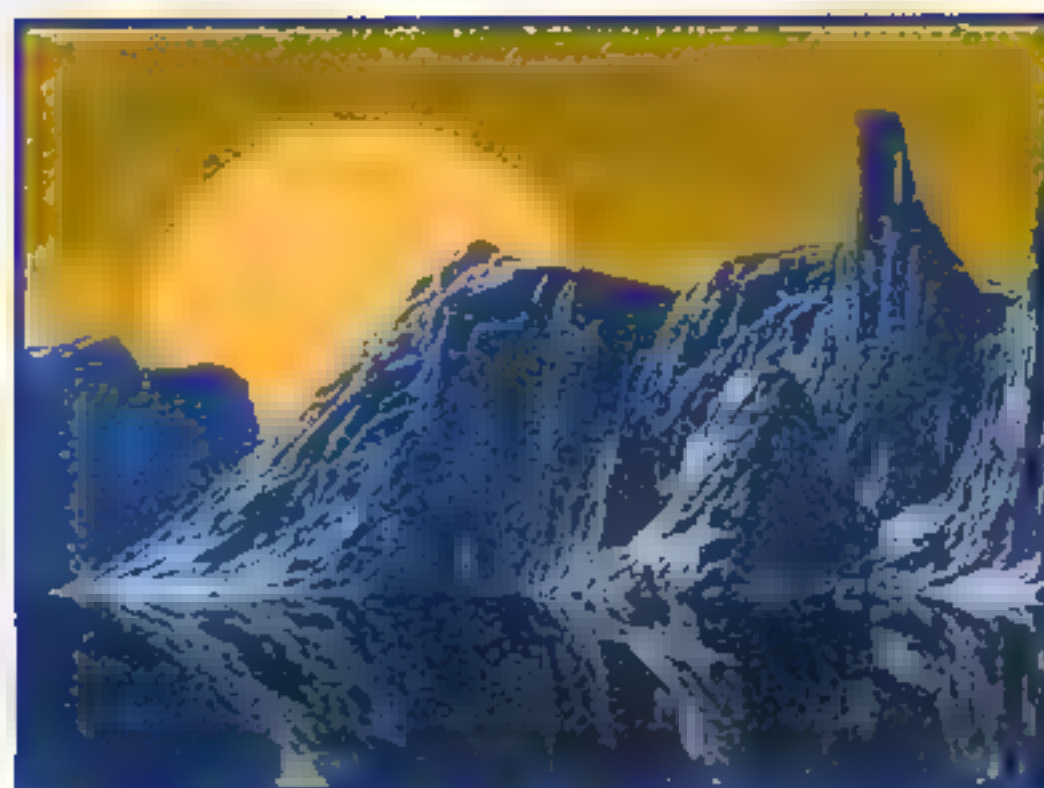
Create a dense, tropical rainforest. That's David Bellamy foraging in the lush foliage.



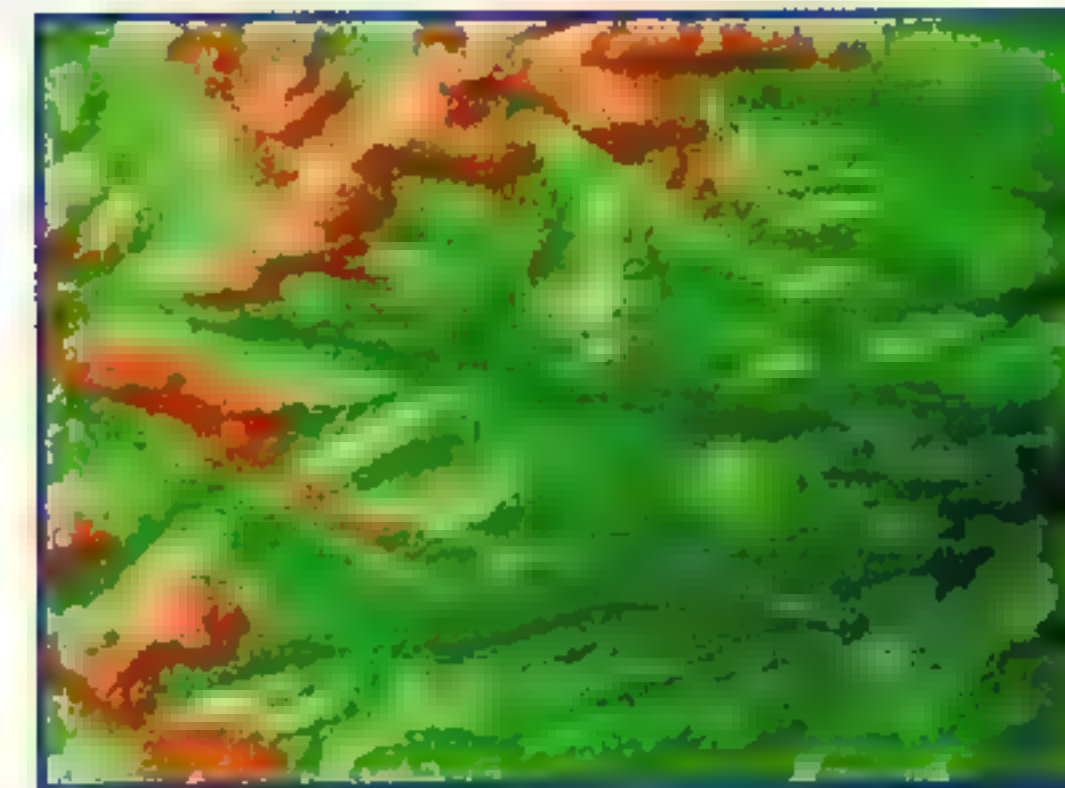
With its water effects, reflections and waves, you can produce some fabulous scenes.



World Construction Set is the PC's answer to Bryce on the Mac, only better... much better!



Why limit yourself to the conventional? This ice palace shows what imagination can do.



Convert your own pictures into landscapes to produce the personal touch.

◀ but it can just as easily contain an entire globe's worth of overlapping maps. Unlike other landscape renderers, such as *Vista* and *Bryce*, *WCS* also accounts for planetary curvature, so horizons fall from view realistically, and you can also apply a lighting haze. While this is useful enough when creating single images, it comes into its own when producing animations.

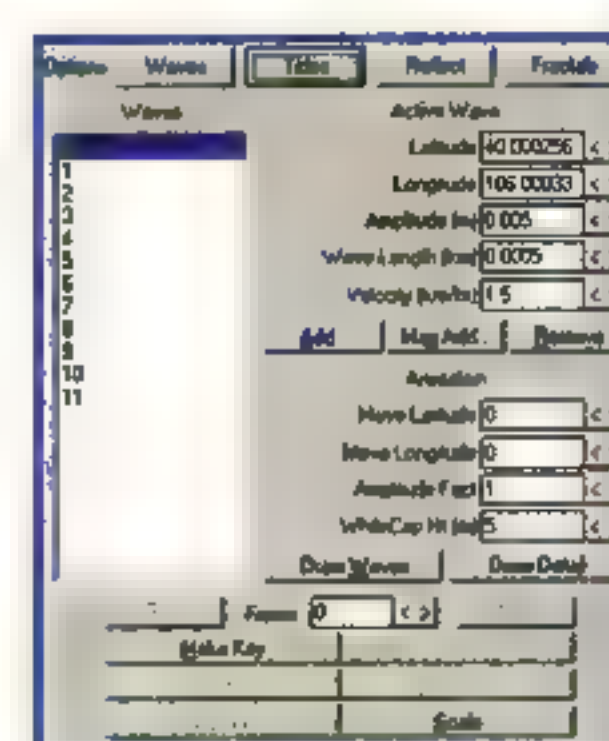
Sneak preview

There are two main windows where you'll set up your scenes: the Map view and the Camera view. The contour data you supply is converted into a 2D bitmap that appears much like any other standard contour map. This provides you with an overview to aid accurate positioning of the viewpoint (called the Camera Position), and the focus. The Camera window shows you a 3D perspective view through the camera's lens. This can vary in detail from simple wireframe to OpenGL solid, shaded view. OpenGL only works on Windows NT machines, and even on a fast 166MHz Pentium it's way too slow to be used as a real-time preview. You can alter the update speed of the camera view by reducing the preview resolution and switching off various other levels of detail. With almost everything turned off, the Camera View almost updates in

real-time on a P166. The program is sluggish, thanks to the volume of data being processed. *Vista Pro* uses DEMs of about 250k in size. A *WCS* REM covering the same area occupies just under 10Mb – that's 40 times as much data! If you're rendering for artistic purposes you don't need the extra resolution, but if your requirements are scientific, the more data the better.

Rendering a single image is relatively straightforward. Using either the Camera or Map views, place the camera where you want the viewer to be, point it in the right direction, adjust the elevation and distance of its focus then click on Render. *WCS* will start to draw the scene using its default environmental settings. As with the other landscape programs this is a slow process in which the image is built up in wiggly, contour-tracing lines. The exact time it takes to render a frame will depend upon the complexity of the scene, and the speed of your machine. On our Pentium, the average scene took about 10 to 15 minutes.

World Construction Set only runs on Windows 95 and Windows NT, and you might have hoped that it was



The ability to generate accurate waves means that your animations will look completely real.

optimised to run under NT's pure 32-bit operating system. The Map view, which takes a minute or two to draw, works exactly twice as quickly under NT, but that's the only visible speed improvement. In fact, on our timed test, with two identical machines side by side, the NT machine took 30 seconds longer to render a 15-minute image. So much for NT optimisation! To put this into perspective, on a fast Mac *Bryce* takes about twice as

long to render a frame with less detail.

The real beauty of *WCS* is its configurability. You can load in a DEM and render it using just the defaults, but if you want to go for absolute realism, there are hundreds of user-definable parameters which enable you to specify the minutest details.

Sadly, as soon as you want to think about customising your scene, all pretence of user-friendliness goes straight out of the window, and it's a real in-your-face, overwhelming experience. All menus look the same and every option seems to lead you to the same place. It's fair to argue that this level of customisation doesn't come without complexity, but there's no happy medium: *WCS* goes straight from kindergarten to advanced degree-level geology.

Nevertheless, it's worth persevering, because this is where you can bring your



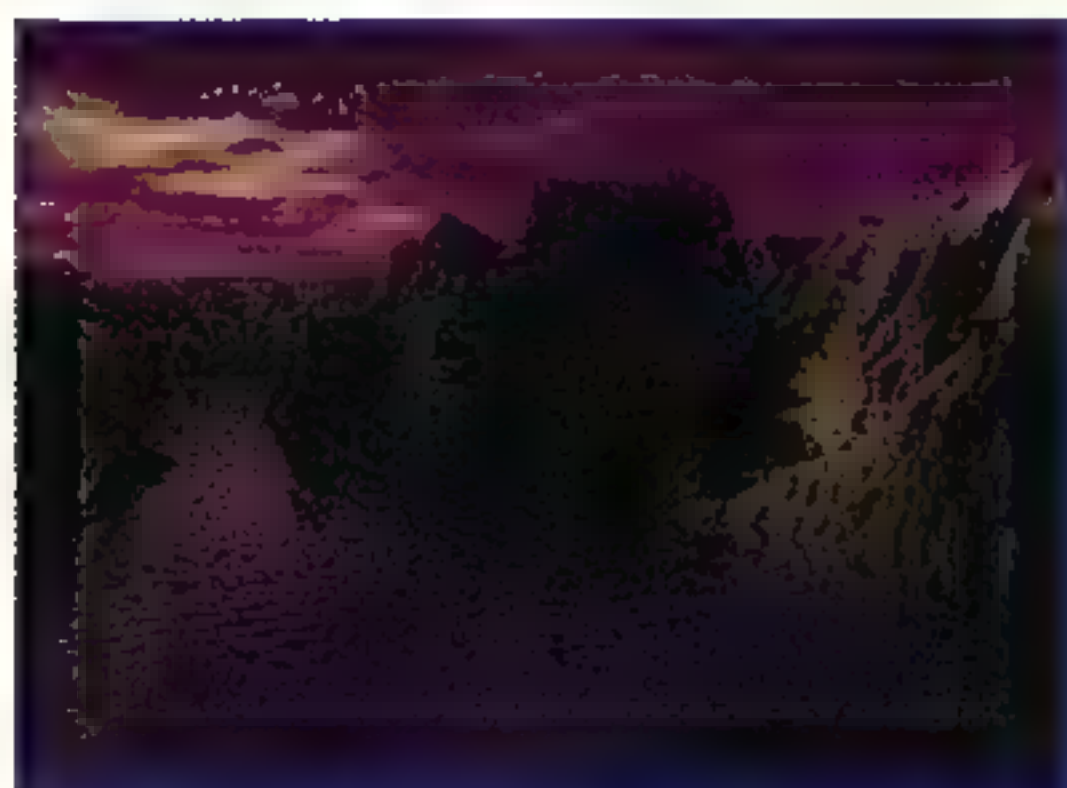
3D, realistically-evolving fractal clouds – just one of *WCS*'s truly amazing strengths.

COMING SOON

World Construction Set 2.0 is the most powerful and flexible landscape rendering software ever created. It's the only one that can create realistic, evolving fractal clouds, and it's the only one that can create realistic, evolving fractal clouds.



Mountains and shorelines with realistic waves – nothing's impossible with WCS. Just pick your contours and let the program take the strain.

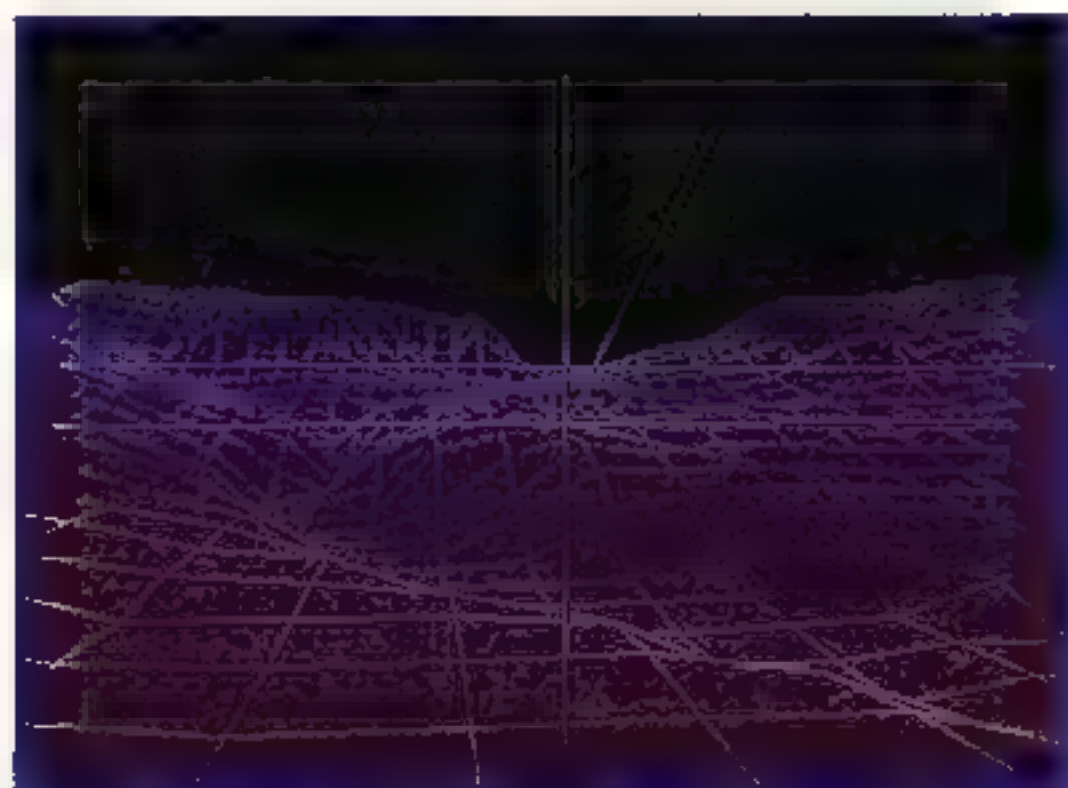


This atmospheric moonlit scene demonstrates the variety and subtlety of WCS's features.

landscapes to life. There are four main elements to a landscape: surface colours, plant life, water and atmospherics. The colour of a landscape may be uniform or it may change with altitude. If the landscape's rocky, it may also have a stratified colouration. You can create a palette and specify the altitude range for each colour, then the program will do the work for you. If you include vegetation you could attempt to simulate it using colour alone, but for greater realism, WCS enables you to use real photos of plants, scaled and coloured accordingly. It even turns them into 3D objects.

Like the landscape colours, you can assign elevation ranges to each type of plant. Additionally, you can specify the plant density per hectare, acre, square metre or square foot. These features enable you to accurately simulate the plant life indigenous to any ecosystem.

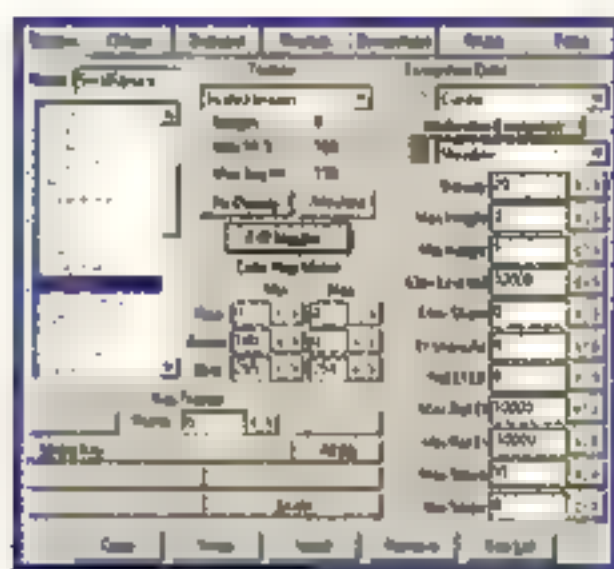
Atmospherics and water are both very useful because they put the finishing touches to your landscape. You can create distance haze and, if you've incorporated astral bodies, such as the Moon or Sun, WCS will even generate an accurate corona of light around



The camera view acts as a fast preview mode. Get an idea of what you're pointing at.

them. Furthermore, the program generates realistic clouds which have three dimensions. If you're animating them, they evolve naturally over time. Water also behaves realistically, and you can specify one or more wave sources, which again adds to the accuracy of animated scenes. The program will even create foaming surf and breakers. Needless to say, it also shows reflections, and while these aren't ray-traced, they're good enough to satisfy all but the most anal user, and you don't pay the massive time penalty so often common to true ray-tracing.

World Construction Set already blows away Bryce, a program that's had Macintosh owners gloating over the last year or so, but when you consider its animation features too, it rises into a whole new plane of existence. Given its age, it's ironic that *Vista Pro* incorporated decent animation, enabling you to define complex flight paths. WCS also provides the same feature, and this is one of the friendlier parts of the user-interface. You can create a path by pointing and clicking on the map view to create a few key frames. WCS will

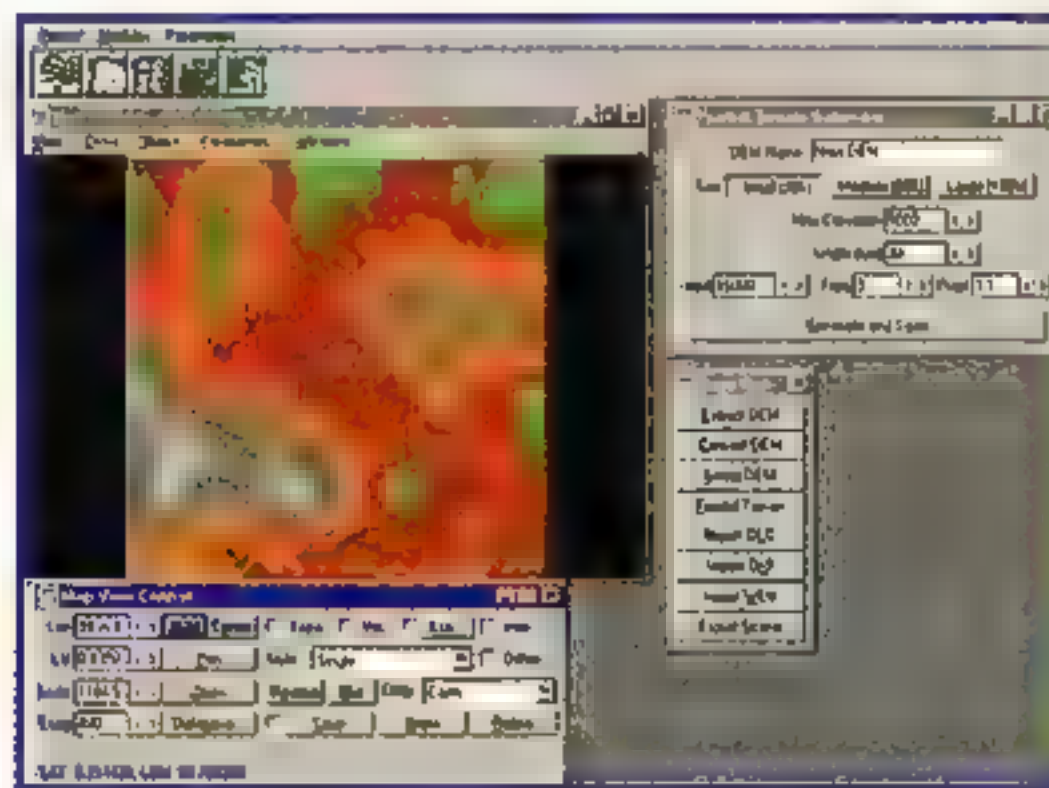


In the Ecosystem editor, you can specify everything about the environment. We're setting the spruce density.

You can create distance haze and, if you've incorporated astral bodies, such as the Moon or Sun, WCS will even generate an accurate corona of light around them.



Use WCS to visit places that you could never see first-hand in real life. Welcome to Mars.



Rather not spend money on DEMs? WCS will use fractals to generate original maps for you.

automatically generate the in-between path. You can further refine the view by setting Pitch and Yaw settings, which are useful for creating the effect of banking around corners. It's not quite as immediate as Vista's freehand paths, but it's the next best thing.

Let there be light!

Also, as if the ability to change the camera position over time wasn't useful enough, you can also animate the program's parameters over time. For example, you can set a fixed viewpoint, then animate the Sun and Moon, to simulate the Earth's rotation – WCS will automatically adjust the lighting. You could also modify the type, colour and range of plant life and terrain to reflect the changing seasons.

World Construction Set 2 is a fantastically powerful piece of software. It feels as if it's been written by, and for, scientists, with all the power you could ever want but none of the user-friendliness. The learning curve isn't just steep it's vertical, and even with the manuals it's extremely hard to move beyond the basics. Absolutely nothing about it is intuitive. As if that weren't bad enough, it's very resource hungry, and even lots of memory and a fast Pentium are barely enough to placate it. (MB)

GETTING DATA

Thanks to the United States Geological Survey, the entire globe has been mapped and those maps are available in digital format. The maps are sampled at a frequency of 90m and each one covers an area of approximately 5,184 square miles (72 miles along each edge). Because of the memory constraints of working with so much data, the program divides these into 16 smaller squares, 18 miles along each edge. Higher resolution (30m) maps are also available, although they don't cover the entire planet.

Alternatively, you can import binary data created in any program, from a spreadsheet to an art package. WCS examines the data and converts it into the correct format. You can acquire USGS DEMs directly from the US, but a far easier way is via AMG Premier, the UK distributors of *World Construction Set*.

DEVELOPER
Questar Productions
PUBLISHER
AMG Interactive
CONTACT
0171 468 3457
PRICE
£495
MINIMUM SYSTEM
20Mb, Pentium,
Windows 95, VGA,
CD drive

PC REVIEW VERDICT

WCS is very powerful, but it'll take a lot of effort to learn. The results are worth it, though.

8

Christmas with

PC GAMER

Instilled with festive cheer, we've put together a giant guide to Christmas presents, including...

- 3D Blaster PCI, Righteous 3D, Apocalypse 3D, Mystique or 3D Xpression – which is the best 3D accelerator for games?
- We spend a day playing games on the world's fastest PC.
- And everything else the PC gamer ought to be requesting for Christmas.

And there're reviews of...

Tomb Raider

Power F1

Fragile Allegiance

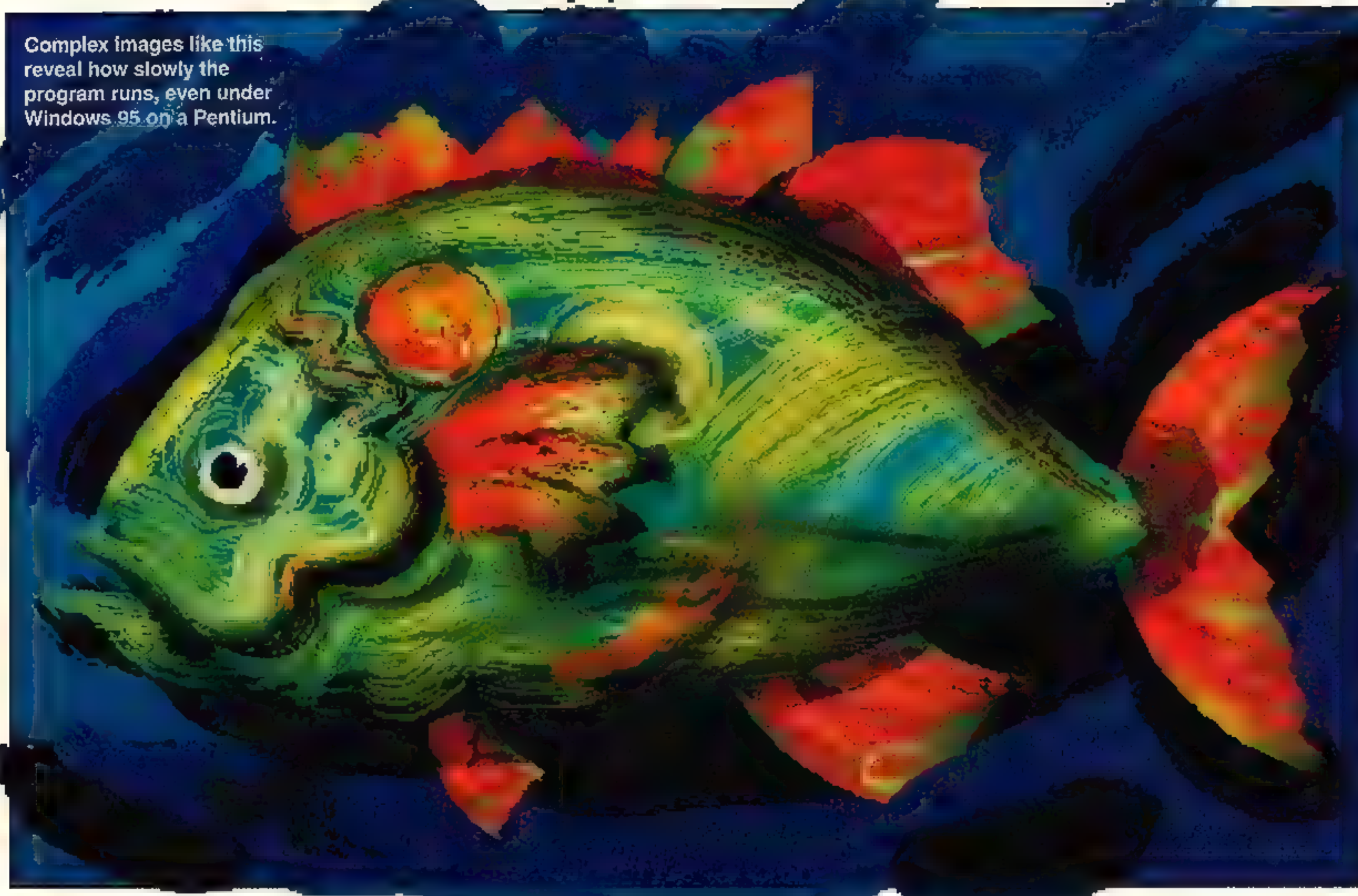
Lords of the Realm 2

and dozens of others

On sale now!



Complex images like this reveal how slowly the program runs, even under Windows 95 on a Pentium.



Thanks to the opacity option, you can layer your pen strokes to create subtle effects.



Illustrations like this are hard work using traditional vector graphics programs.



Despite the rough look of the strokes, here you can see the green underlying vector curves.

EXPRESSION

Is it possible to meld the best features from paint and drawing programs? Read on and find out.

Painting and drawing programs are different breeds, and the tools each provides and the mindset required to use them couldn't be more different.

Fractal Design Expression combines some of the best bits of both types. It's still a vector drawing program, albeit one that simulates some of the textures and graphical techniques of natural media tools such as those found in *Painter* or *PhotoShop*. It seems like an exciting idea, but before long you realise that the program is actually little more than a perfectly ordinary vector drawing program that offers you a more diverse selection of pens. These provide a variety of

nibs that create the look of real world media such as brushes, pens, spray cans and so on. You can draw with these nibs using a freehand tool, or with a variety of shape and vector line tools. Whichever type of drawing tool you use, *Expression* interprets your strokes as vector shapes, and uses these as guides for the chosen nib type. Change the nib, and the selected stroke also changes – great for experimenting with different drawing styles! The nibs themselves are actually vector representations of natural media tools, and while they're far better than the plain tools provided with dedicated drawing programs, they're not nearly as subtle as their bitmapped counterparts.

In addition to the natural media nibs, *Expression* supports graphic element nibs, vector shapes assigned to the current stroke. You can create a graphic element nib out of any vector object. There are three ways for a graphic element to be assigned to a vector path: stretched along its length, duplicated along the path, or selectively stretched so the basic shape remains recognisable. The way each graphic is drawn depends upon the way it was created in the first place.

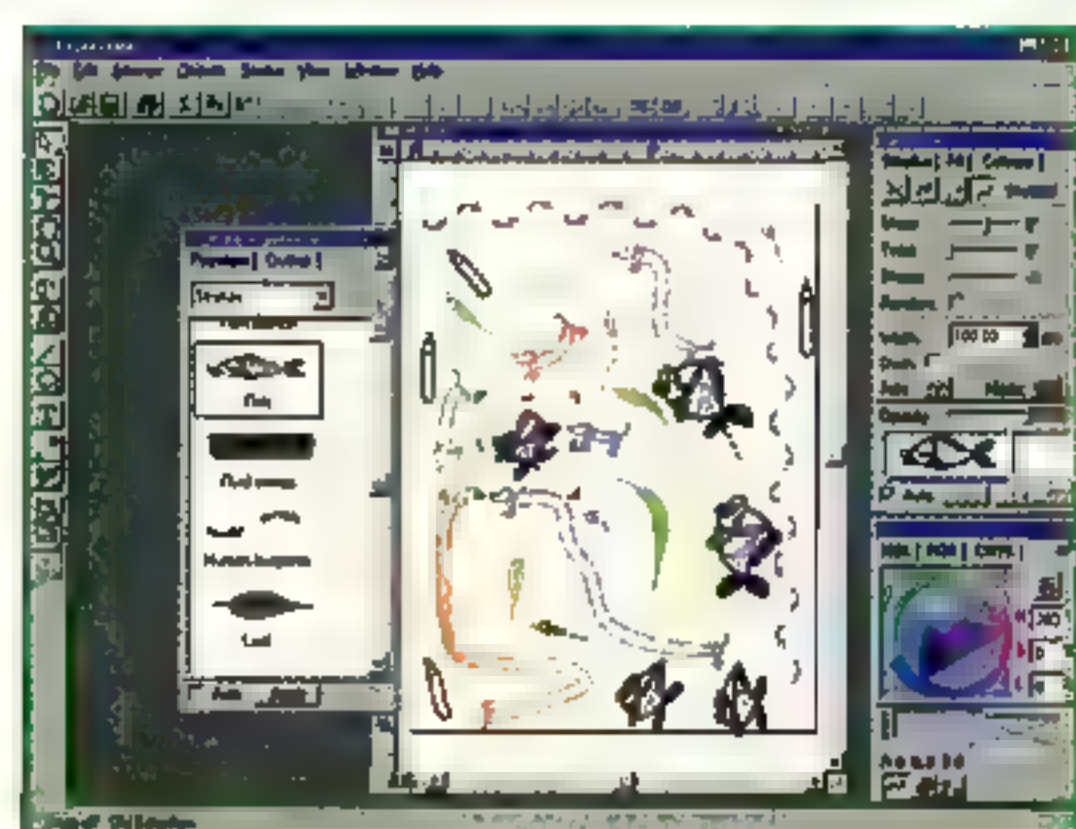
Multiview is an extension of the graphic element concept enabling you to draw with a selection of graphics repeated along the

path. Say you want to draw a rocky scene: a multiview brush might contain pictures of ten different rocks, and as you draw, each appears along the path randomly.

The drawing tools are enhanced by opacity controls which enable you to create layered effects. Speaking of layers, the program supports these, so you can experiment with different design elements in each layer, before compositing in the master layer.

If you've used a vector graphics package, you'll find *Expression* extremely intuitive, with some particularly nice touches, such as the gradient direction selector and the hatch fill options. Although there are simple deformers, for applying perspective, skewing, rotating, resizing or rescaling an object, there are obvious omissions, such as a regular polygon tool for drawing octagons, stars, pentagons and so on. Apart from *Painter 4*, all of Fractal's programs have shared this weakness.

Expression is a strange product. As a concept it sounds great, yet its tools aren't as diverse as the literature suggests. Nevertheless, despite its relatively limited natural media features, it's a pleasure to use, and the only program that offers natural media results, with the editability and precision of a vector package. **(MB)**



Here are a few graphic elements. They save hours of work and add life to your designs.

DEVELOPER
Fractal Design
PUBLISHER
Principle Distribution
CONTACT
01706 832000
PRICE
£299
MINIMUM SYSTEM
486DX, 12Mb,
Windows 95, 28Mb
hard drive, CD drive

PC REVIEW VERDICT

A new twist on an old idea. A good mid-range vector drawing program with bells and whistles.



MINI OFFICE PUBLISHER

Here's a DTP program that's cheap enough for anyone to afford.

As the old saying goes, imitation is by far the sincerest form of flattery. If this is true – and it is; take Oasis and the Beatles, for example – Serif has been heaped with lavish praise by Europress.

The latter's new program, *Mini Office Publisher*, isn't a mere copy of Serif's *Page Plus 3.0*. It is *Page Plus 3.0*. Now that Serif has released version 4, Europress has bought the rights to the earlier version, slapped its moniker on the menu bar at the top of the

screen, and that's about it. The original program had a reasonable price tag of £99, but Serif usually sold it for half that. Europress has made the program even cheaper, and at £30, it's perfect for anyone who wants to give DTP a try.

The program is perfect for beginners for another reason: it has a dual-level interface which can be altered to suit your experience. So, at Intro level, there's plenty of on-screen help and only the most basic menus, options

and parameters available. But if you then move up to Publisher level, you'll get loads of extra options which will enable you to precisely tailor your documents to your personal requirements.

Mini Office Publisher is more than adequate for novice and intermediate users. You can import pictures, make frames, scale text, rotate boxes, resize images and much more. On the down side, however, if you're creating documents for professional output, its lack of advanced controls and colour management is likely to be a problem, but then, you're unlikely to find a self-respecting professional who would choose to use a non-standard budget program, anyway.

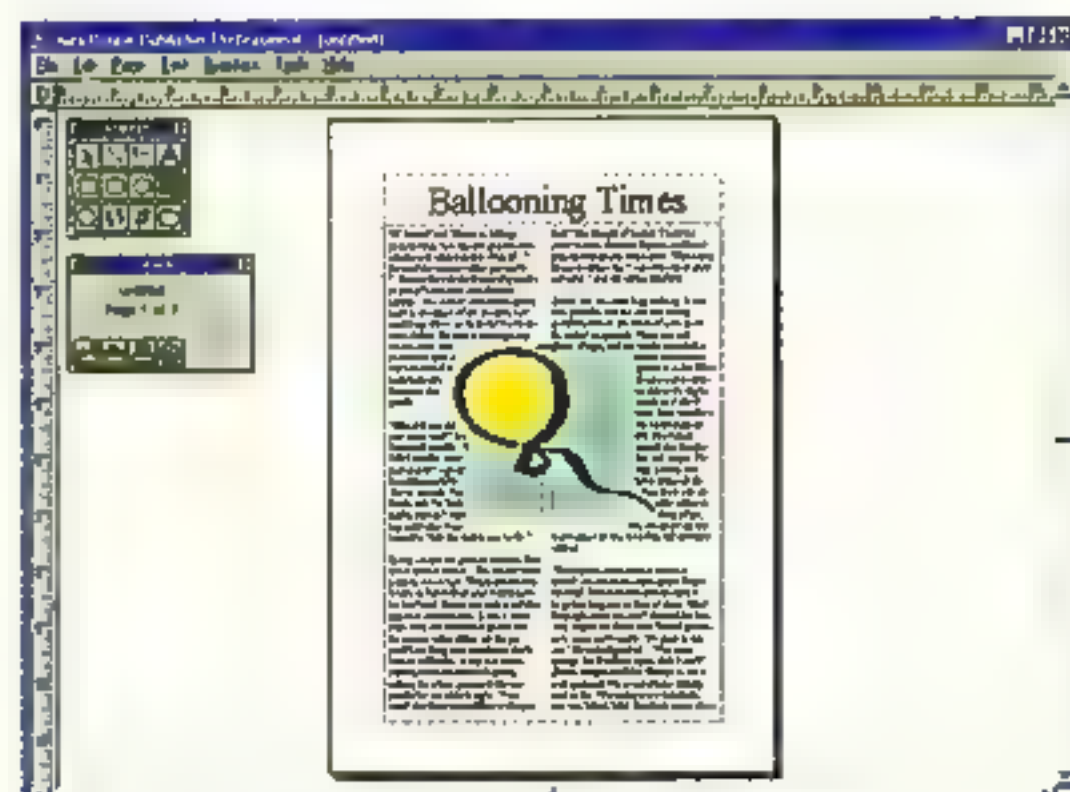
To give you a flying start, Europress has included more than 2,400 clip art images, photos and fonts, so you should find all you need to create original eye-catching documents right away.

In its first incarnation, *Mini Office Publisher* was good, but now – with its added Windows 95 compliance and super low price – it's extremely hard to fault. (MB)

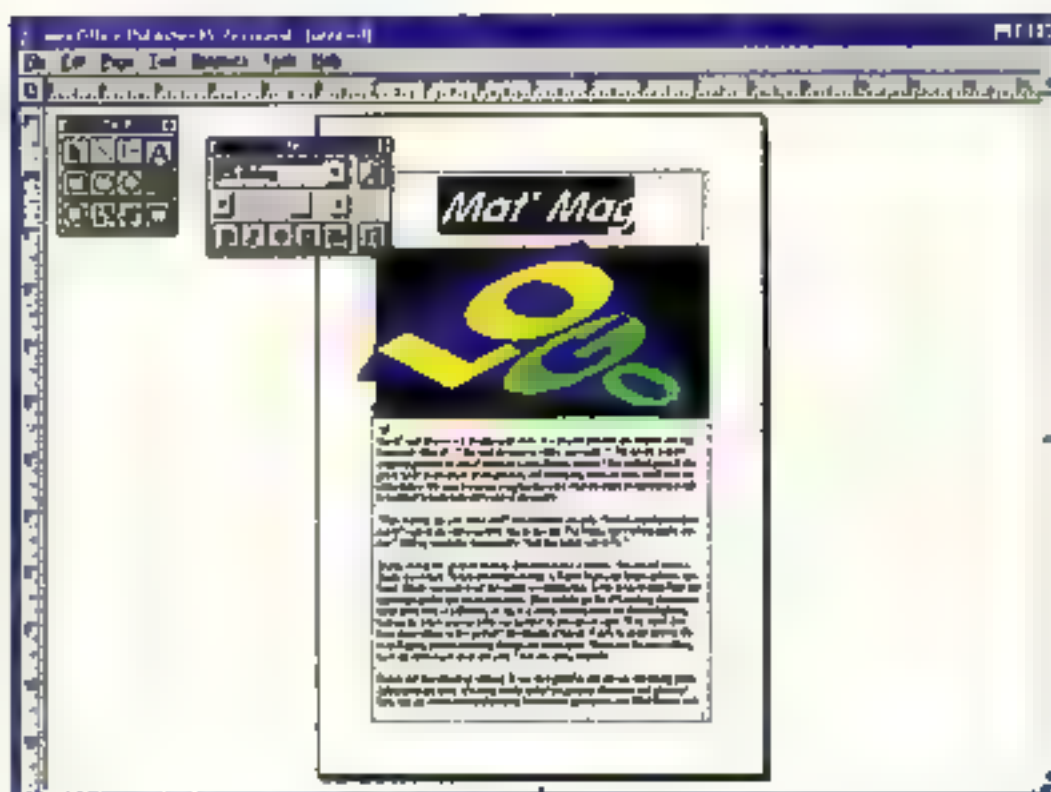
DEVELOPER
Serif
PUBLISHER
Europress Software
CONTACT
01625 859333
PRICE
£29.95
MINIMUM SYSTEM
386SX, 3Mb, EGA,
Windows 3.1, 5Mb
hard disk, CD drive

For the average home user, *Mini Office Publisher* gives you all you need to create lively documents.

PC REVIEW VERDICT



The environmentally-aware Europress has recycled the Page Plus DTP program.



Context-sensitive help and requesters mean you only see what you need to see.

PHOTODELUXE

Who says you have to know what you're doing to make superb graphics? Not Adobe, that's for sure!

There are dozens of great graphics programs available, but you'll need at least a modicum of skill to use any of them. Now, thanks to *PhotoDeluxe*, even the most ham-fisted and talent-deprived of us can create stunning graphics.

Adobe is best-known for its high-end programs like *PageMaker* and *PhotoShop*, and the latter is an industry standard for all kinds of photo-retouching and graphics

work. *PhotoDeluxe* contains a greatly reduced subset of *PhotoShop*'s features, which means you'll be using the same tools as the pros to make your creations.

Unlike programs that overwhelm you with options and menus, *PhotoDeluxe* initially gives you just two main choices – Guided Activities or On Your Own. Choose the former and you'll be offered three further activities, the first two of which involves

direct photo manipulation. The third provides a variety of creative projects in which photos play just a part. Want to create posters, calendars and more? Start here.

Projects are presented in a series of step-by-step lessons. At each stage, tools and options appropriate to it appear on the screen, along with extra tips telling you how to use them. The tools are presented in a simplified form so you can easily understand how to use and customise them.

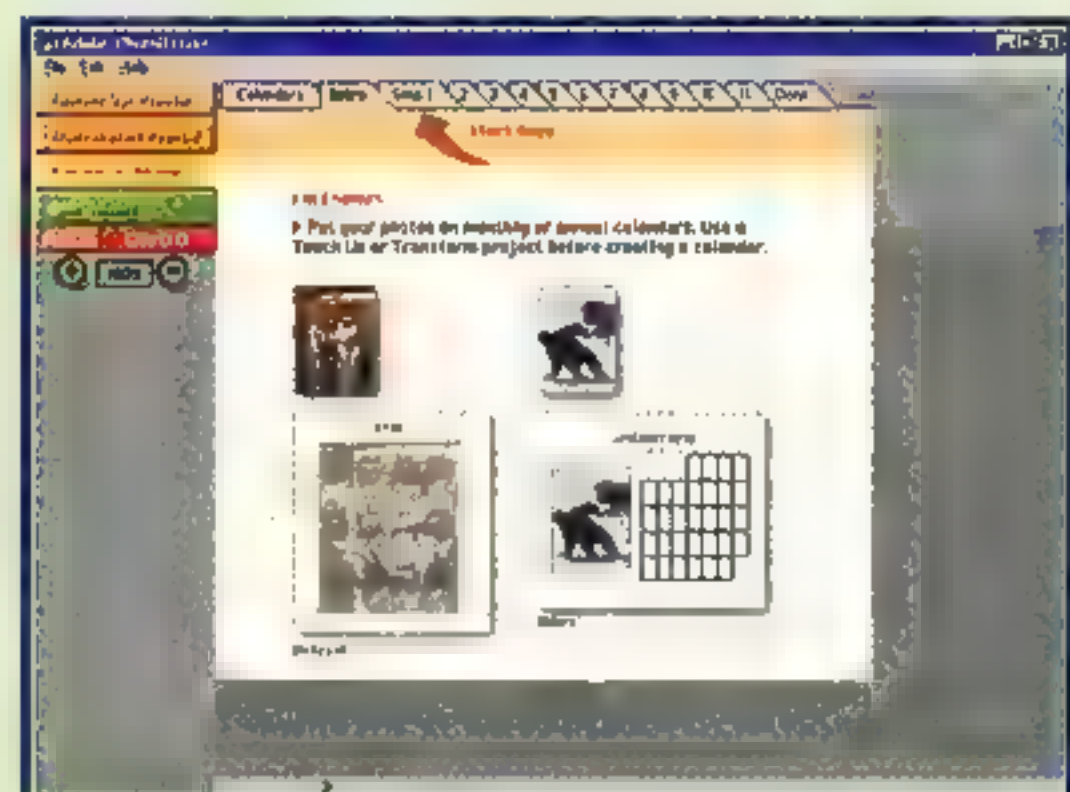
At the end of each project your creation remains active. You can save it or go On Your Own to modify it further. Here you can do what you like with any of the available tools. The tools are limited and there are few filters, but the image processing essentials are present.

If you're an experienced user, then the program mollycoddles you too much. Otherwise, it guides you through the projects, enabling you to learn the basics of image processing and graphics at your own pace. (MB)

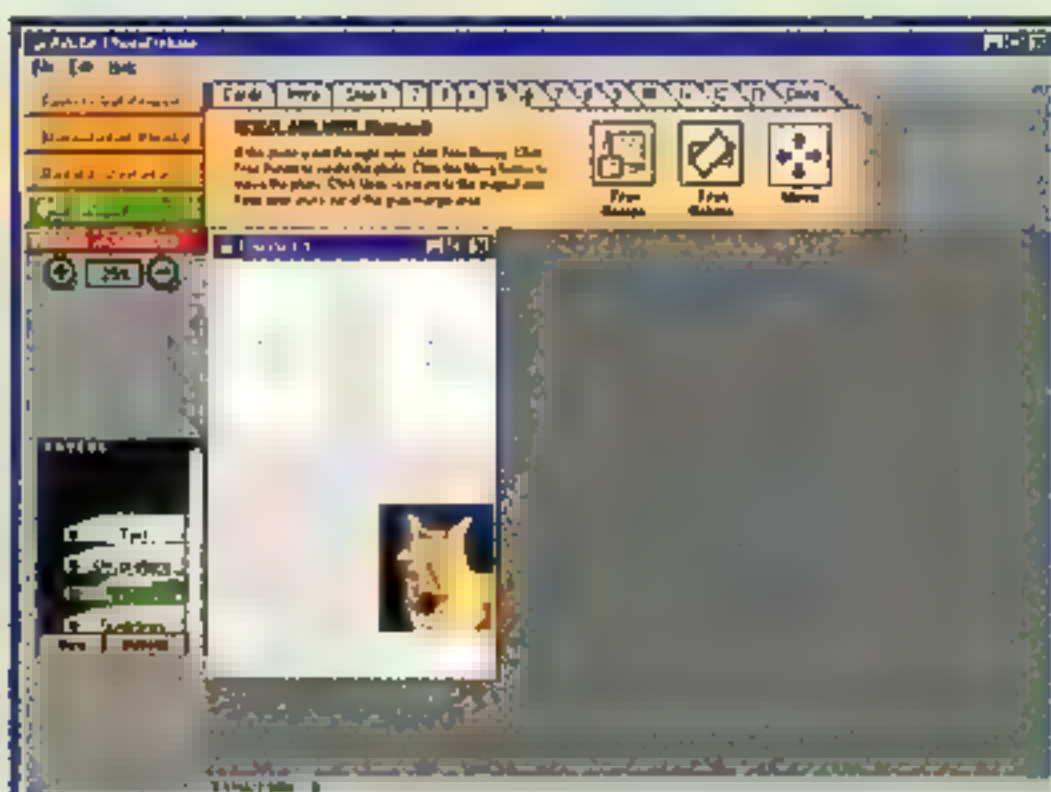
DEVELOPER
Adobe
PUBLISHER
Adobe
CONTACT
0131 451 6888
PRICE
£88.13
MINIMUM SYSTEM
486, 8Mb, Windows
3.1, 45Mb hard disk,
CD drive

PhotoDeluxe teaches you the fundamentals of graphics in a fun and easy-to-learn way.

PC REVIEW VERDICT



PhotoDeluxe takes guides you gently as you create masterpiece after masterpiece.



Most projects place your photos in a more interesting setting – this is a greetings card.



VIRUS KILLERS

Don't wait until you lose valuable data to a computer virus, protect yourself now. Here's how.

Think back to your school days. Remember that one spiteful kid who was always causing trouble? He was the sneak who made a noise then didn't admit it, so you all got detention. Now he's all grown up, but that spiteful streak has grown even larger to compensate for his feelings of impotence. If he were more popular or brave he'd be a football hooligan, a vandal or a car thief, but he's not, so he writes anonymous computer viruses in an attempt to spread the misery of his pathetic little life. Don't let him succeed – protect yourself now.

A computer virus is a program maliciously created for no other purpose than to cause mischief and damage to other people's computer systems. Like a human virus, the computer variety spreads by direct contact. You can download a contaminated file from a BBS or the Internet, or you can use an infected floppy disk, or connect your computer by network to an infected machine, and that's it, bang! you're in trouble! The effects of a virus range from amusing messages to wholesale

destruction of your data, and in extreme cases it's rumoured the physical destruction of your hard drive itself.

Here are two of the latest anti-virus programs which promise to protect your computer from infection, and save you the effort of having to repair damaged systems. *Norton Anti-Virus* is just the latest version in a series of respected programs from Symantec, and this one is designed for Windows 95. *VirusCide* is written by Parsons Technology, an Intuit company. Intuit is the maker of the multi-million selling finance package, *Quicken*, but its experience in anti-virus software is somewhat less certain. You need to depend on your protection software, and the Norton program is certified by the National Computer

Security Association, one of the two global bodies that give approval to anti-virus software. *VirusCide* has no certification, and that alone is reason for concern.

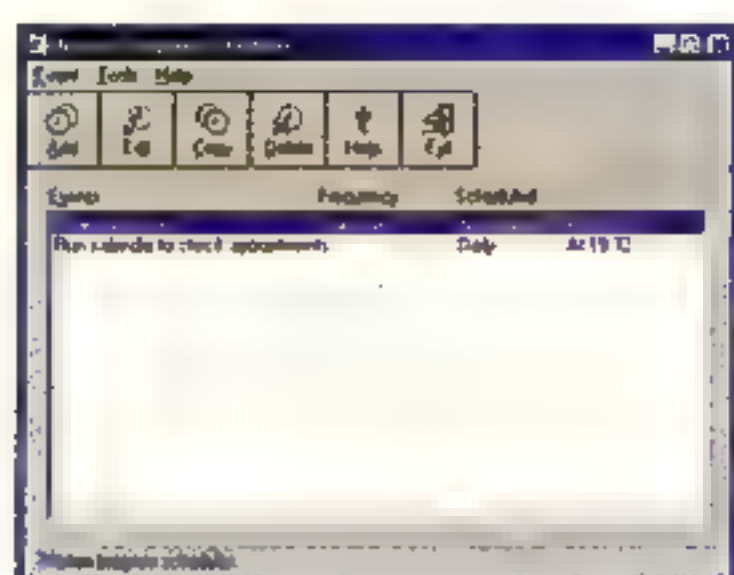
To be fair, *VirusCide* claims to recognise and deal with over 6,000 different viruses, although its manual is worryingly sparse, making no specific mention of some of the

deadliest virus categories, such as Stealth and Polymorphic viruses. In fact its manual is quite brief altogether. Parsons can reasonably argue that the average user doesn't require a detailed knowledge of the subject in order to protect themselves but it's erred well and truly on the side of brevity.

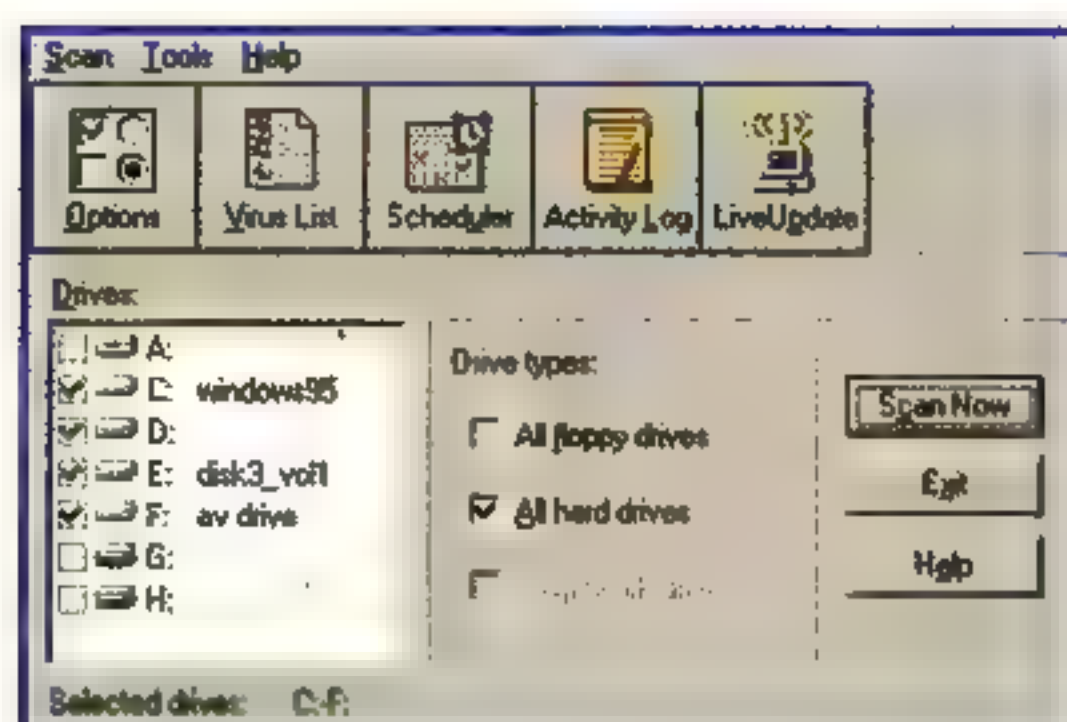
Thanks to the default settings, both programs are very simple-to-use. They each have two basic parts: a memory resident program that loads at startup and checks your RAM and system files, and another program that can be loaded on demand to perform a more thorough check of the files on your hard drive. Furthermore, both programs enable you to create a recovery disk which can be used to rescue your system if things get really bad. Norton's rescue disk even attempts to save you if your BIOS has been trashed.

One important element of any anti-virus program is its ability to spot virus-like behaviour. Polymorphic viruses in particular are designed so that they change with each propagation, so checkers that hunt for specific virus code will be unsuccessful in detecting them. The problem is, checkers which seek virus-like behaviour can also accuse innocent programs of being viruses. This causes unnecessary worry, and can lead to the destruction of harmless programs. Norton has worked hard to eliminate false calls and the detailed manual gives a clear description of the meaning of ambiguous error messages. *VirusCide* is less helpful, and its manual simply refers you to the company's technical help line.

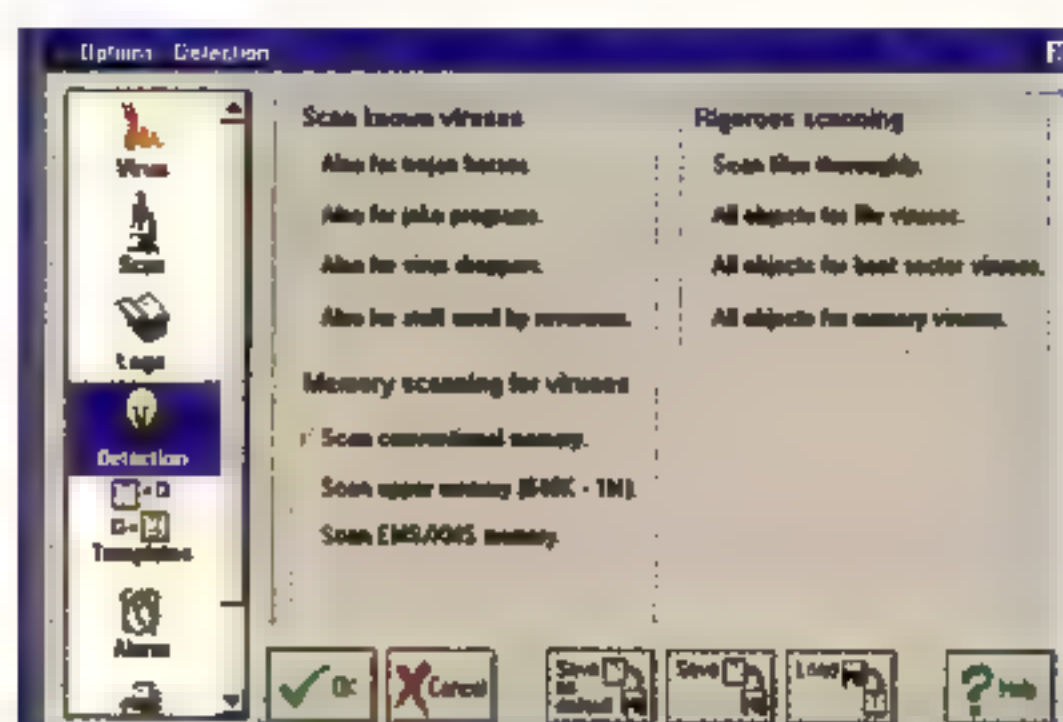
You can purchase regular virus recognition updates from Parsons, although these are only available every six months, which is far too infrequent. Norton offers you free monthly updates, which you can download directly from its Internet site. (MB)



With Norton AntiVirus, you can schedule regular virus scans and schedule events including the execution of third party programs.



Norton AntiVirus is certified by one of the world's best computer security organisations.



One great feature is *VirusCide*'s ability to search for reviewer's virus test programs.

NORTON ANTIVIRUS

DEVELOPER
Norton
PUBLISHER
Symantec
CONTACT
01628 592222
PRICE
£92.83
MINIMUM SYSTEM
386DX, 4Mb RAM,
Windows 95, 12Mb
hard disk space

PC REVIEW VERDICT

Powerful and easy to keep fully updated. It's a program upon which you can depend.

8

VIRUCIDE PLUS 4.0

DEVELOPER
Parsons Technology
PUBLISHER
Guildsoft
CONTACT
01752 895100
PRICE
£25.49
MINIMUM SYSTEM
8086, 640k, DOS, 640k
hard disk

PC REVIEW VERDICT

Easy-to-use, but the lack of regular updates, detailed manual or certification is worrying.

5

YOU CAN PLACE AN ADVANCE ORDER FOR FUTURE RELEASES - CREDIT CARDS ARE NOT CHARGED UNTIL DAY OF DESPATCH SO RESERVE YOUR COPY TODAY E&OE



NETSCAPE 3



VS



EXPLORER 3

Your link to the world is changing. But which browser do you need?

It's war on the Internet browser front. The contenders are *Netscape Navigator 3.0* and *Internet Explorer 3.0* – both are vying for a place in your heart (or preferably in your hard drive). Whichever comes out on top, though, one thing is clear: if you are connected to the Internet, you should have one of these two programs installed on your machine right now.

Lightning speed

The Web browser's role is essential. Its main job is to connect to computers specified by a network address or URL (Uniform Resource Locator) and to send requests to that computer's Web server for information. The server then responds by sending data which includes text, pictures and sound files to the user's PC. The information is then presented to you after being loaded up in the browser. This all happens at lightning speed – though most think it isn't fast enough.

Whoever wins this browser war can potentially determine the way in which we use the Internet in the future. The next five or ten years will see browsers becoming essential assets to us both at home and at work. So, with no further ado, let's have a look at them.

First of all, the *Internet Explorer* is free, whereas the licensed version of *Navigator* is £45 – a fact that will undoubtedly influence many people's decision. Secondly, both programs are big. The smallest or 'standard' version of *Navigator* weighs in at 3.5Mb and the 'minimum' version of *Explorer* is a whopping 5.5Mb. Heavy going. However once you've downloaded them, both are easy to install.

Netscape Navigator 3.0 shares a similar look and feel to its earlier incarnation *Navigator 2*. *Explorer 3.0*'s button bars are

considerably more flexible, however. They can be picked up, moved around, resized and switched off very easily. Where *Netscape 2* had a tendency to fall over in the middle of large downloads, version 3.0 is more robust. *Explorer* introduces an extra step when downloading. It warns you about viruses and asks if you would rather run or save the file making installing new software less of a gamble.

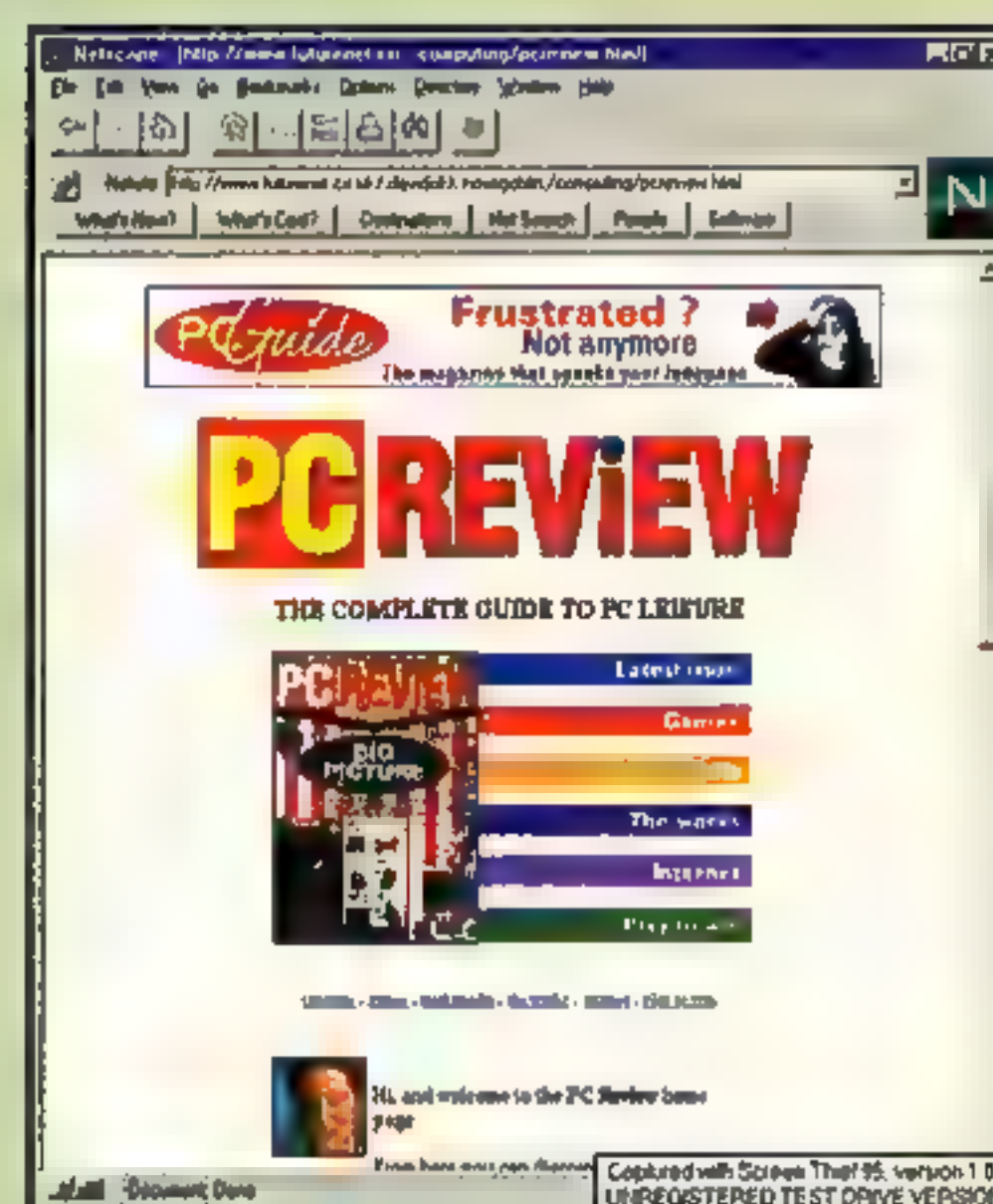
Both browsers support the new standard in HyperText Markup Language (HTML), called HTML3.2. Among its innovations are borderless frames, the spacer tag and style sheets. Of these, however, *Navigator* only supports the first two, which is a bit of a disappointment.

Web designers have started using applets – small programs written in a programming language called Java – in an attempt to spice up Web pages. *Explorer 3.0* has the edge here as the poor compiler in *Navigator* has problems with lack of speed.

The big issue

Speed is a big issue when it comes to browsers, and is particularly important if you're the one who has to pay the phone bill. *Navigator 3.0* scores higher here, although you'll find that the speed of your connection, the traffic on the Internet, the popularity of the site and the size of your cache almost always makes a bigger difference than the performance of your browser.

Both programs are pretty impressive and there's not a lot between them, apart from the fact that *Explorer* is free compared to the £45 licence fee for *Navigator* once you've finished evaluating it. However, bear in mind that either company could suddenly leap forward any moment with a version 4.0, which blows everything else out of the water. (DS)



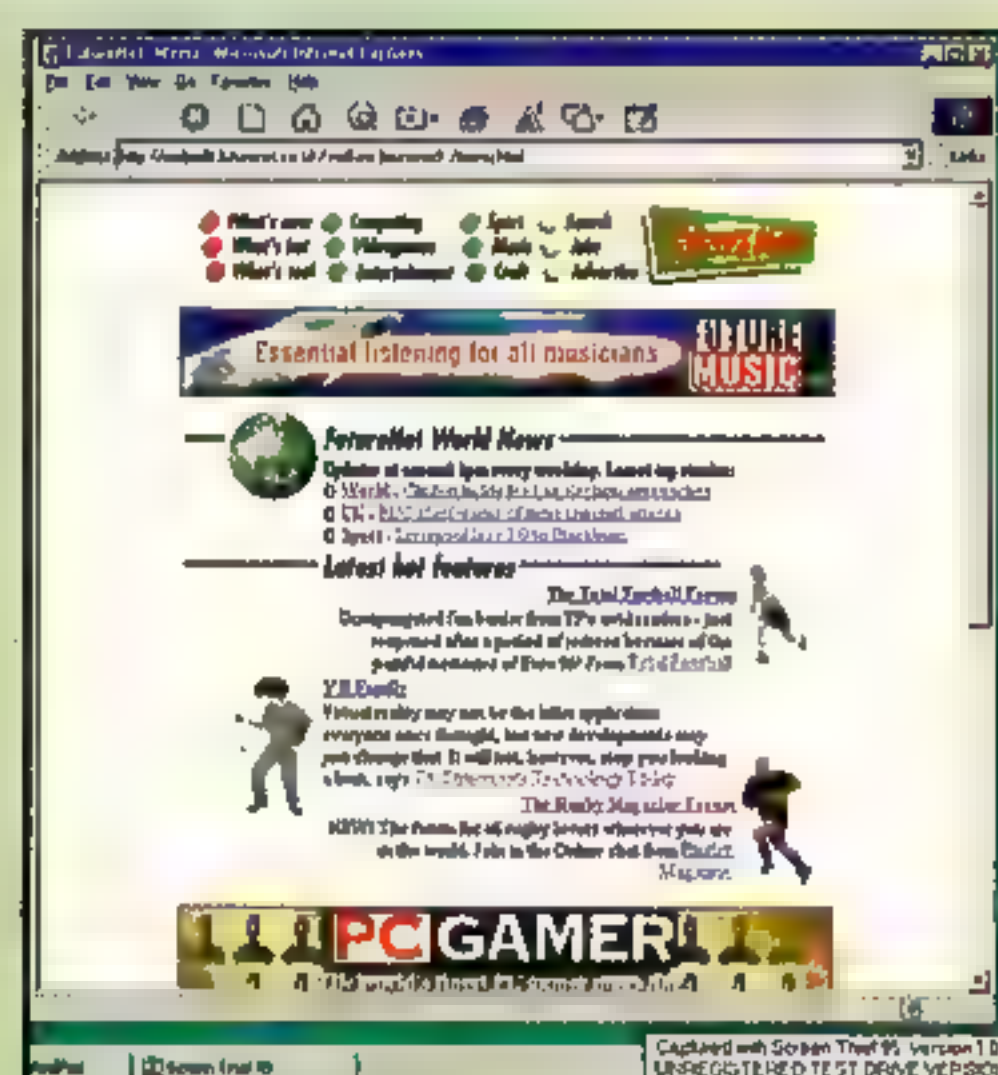
Navigator 3.0 may have a familiar interface, but don't be fooled. Underneath, the program's bursting with great new features.

NETSCAPE 3

DEVELOPER
Netscape
Communications Corp
PUBLISHER
Pipex
CONTACT
01223 250100
PRICE
£72.85
MINIMUM SYSTEM
386SX, 4Mb RAM, 3Mb
hard disk, Windows 3.1

PC REVIEW VERDICT

Netscape's the Internet standard, but it lags due to minor problems, like its slow compiler.



Fully configurable button bars enable you to quickly and easily customise Explorer 3.0's interface to your heart's content.

EXPLORER

DEVELOPER
Microsoft
PUBLISHER
Microsoft
CONTACT
0345 002000
PRICE
Free
MINIMUM SYSTEM
386, 8Mb, Windows 95

PC REVIEW VERDICT

The innovative interface (and the fact that it's free) make a strong case for Explorer.





WHICH

Travel the world without leaving your armchair. No, we're not talking astral tourism, we're talking about a new modem...

Modems have made great advances over the past few years. In the home market, things seem to have stabilised for the time being, and there's no advantage in procrastination. So now's a great time to think about a new modem, whether it's your first purchase or you're upgrading.

Of course, if you're a first-timer, you might be hesitant about opening up your machine to install a modem. Equally, if you're an experienced user, there might not physically be enough space inside your computer to install another card. Not to worry, we've decided to focus exclusively on external modems for

now, so there's virtually no installation, and you don't need space to fit them.

The latest feature is voice capability: with a voice modem and a soundcard, you can set up an answering service complete with multiple mail boxes and custom messages for different callers. Furthermore, some voice modems also act as a hands-free speaker phone for added convenience.

In terms of data throughput, there's little to choose between the various models, and some even use identical chip sets. Here we look at two classes of modem: 28.8 baud and 33.6 baud. The latter offer a

throughput which is nearly 20 per cent faster. Surprisingly, they don't cost any more. But it's not all good news, as you need a 33.6 baud modem at the other end, and many major Net and conferencing service providers don't support that speed yet. Some minor providers don't even support 28.8 baud connections!

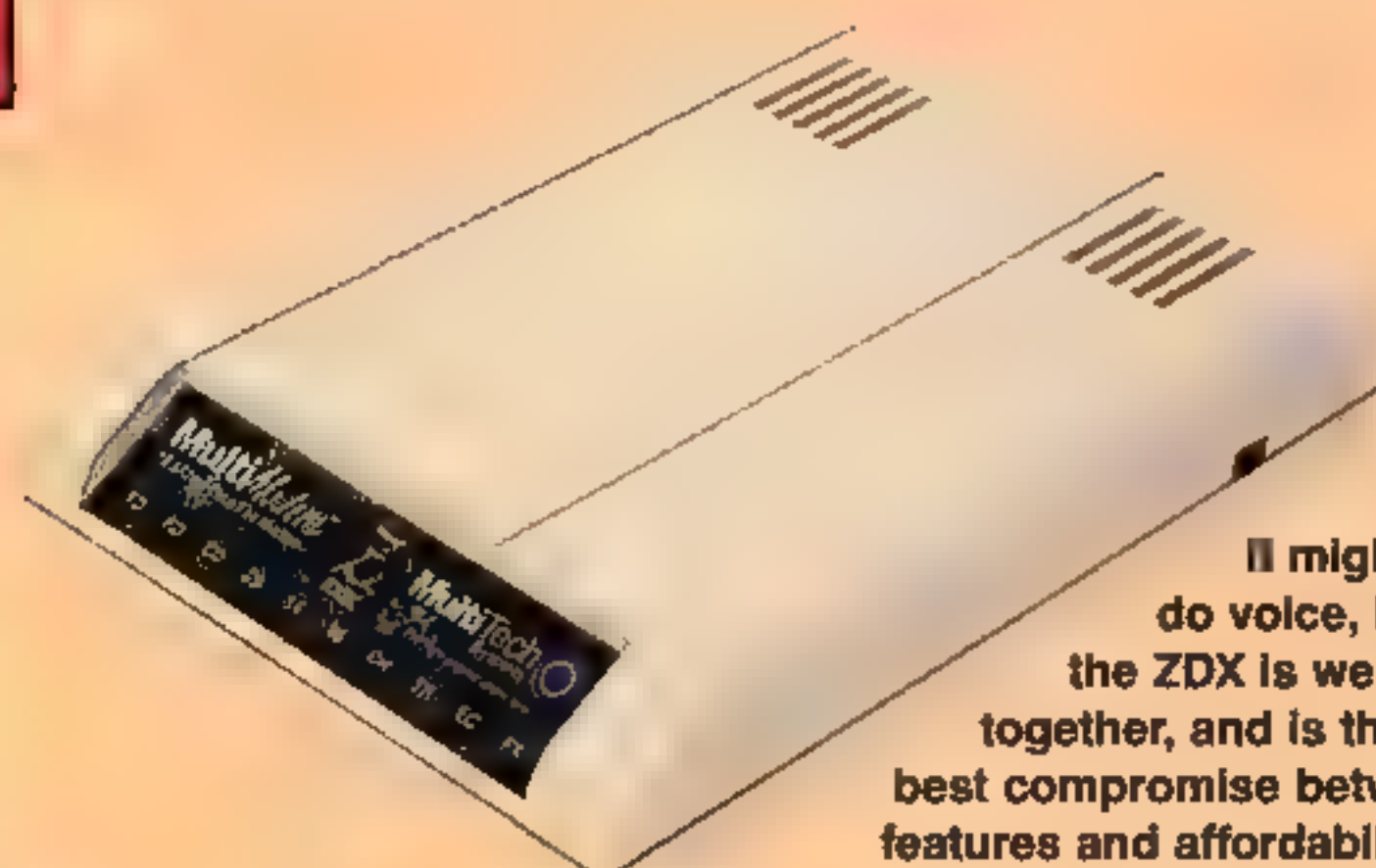
A faster modem will cut the price of your phone bills, and if you pay your service provider by the minute, it'll save you money there too. But perhaps the most important saving of all is your waiting time. Life's short enough. Don't waste it. **(MB)**

MultiModem ZDX

DEVELOPER:
MultiTech
SUPPLIER:
MultiTech
CONTACT:
01754 597776
PRICE:
\$176.00

Has decent features at the cheapest price

★★★★★



It might not do voice, but the ZDX is well put together, and is the best compromise between features and affordability.

Clearly, a few modem manufacturers have been caught on the hop with the move to 33.6 baud devices, and this is another that only claims a 28.8 throughput, although in fact it works at the higher speed. It's the same price as the Microlin, and offers similar features in most areas. There's no phone-through connector or caller ID, but it has a far more useful indicator panel. It also provides remote configuration, but unless you're an experi-

enced user, you're unlikely to require it. It comes with its own proprietary software, which includes a virtual modem driver that discerns between incoming data and fax. The Microlin has this built-in, so there's little to choose between them.

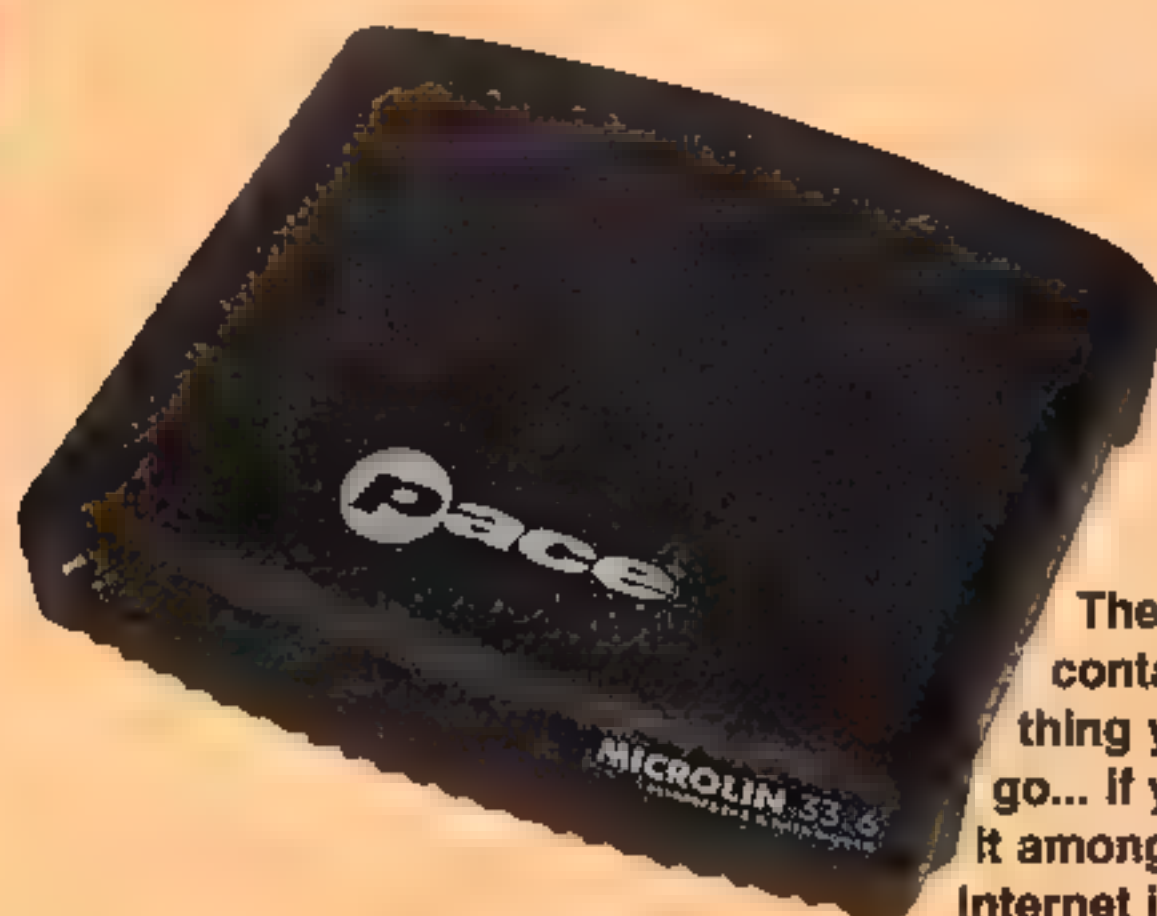
It comes with a ten-year guarantee to the Microlin's lifetime warranty. But they're all likely to be utterly obsolete in five years at the most, so such guarantees are meaningless.

Microlin 33.6

DEVELOPER:
Pace
SUPPLIER:
RMC
CONTACT:
01274 532993
PRICE:
\$175

Cheap, fast and has caller ID. The Safire has voice and costs less

★★★★★



The Microlin contains everything you need to go... if you can find it among all the Internet junk mail.

Pace has taken an unusual route with its 33.6 modem, for it's bundled no less than four free Internet trials with it. These amount to little more than free adverts for the service providers, and you have to fight through all the junk to get to the software you need to use the thing. A good marketing ploy, but free Internet trials are unlikely to influence hardware decisions.

Having said that, the modem has many nice features: phone

pass-through, power switch, stylish case, serial cable, fax software. It doesn't do voice, and there's only two indicator lights, one denoting power and the other showing when you're connected.

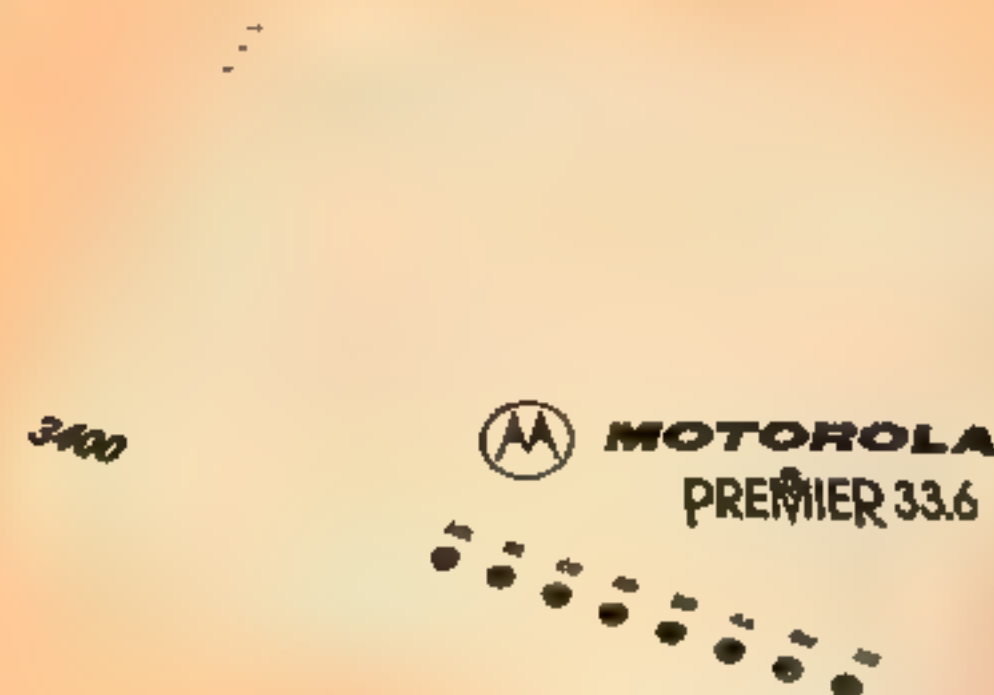
It also has a caller ID feature, so you can check who's calling without letting them know you're at home. Ultimately, despite its price, the lack of voice support makes it less attractive than the Lasat model.

Premier 33.6

DEVELOPER:
Motorola
SUPPLIER:
Motorola
CONTACT:
01635 534445
PRICE:
\$252.83

Affordable, high quality solution for business use

★★★★★



It's expensive for the home user, but its business features make the Premier an attractive solution for the office.

At first glance, it may seem quite hard to justify the price of this modem, especially given the quality of cheaper models. But there are benefits which will be particularly useful to corporate and experienced users.

It's well-constructed, with a phone pass-through socket, a power switch and a reset button. It even comes with three different phone line connection leads. There's also an array of status indicators on the top, so that you

can tell at a glance what's going on. Because it has a flash ROM you can upgrade it easily, and in some cases upgrades are free. This means it won't be obsolete a year after you buy it.

The Premier incorporates dial back security for up to 20 users, so you can prevent unauthorised users from accessing your system and valuable data. With support for both synchronous and asynchronous data transmission, it's great for use on leased lines.



MODEM?

What about the future?

There don't seem to be any viable new technologies to replace 33.6 baud modems. Compression techniques are gradually improving, but the maximum number of raw bytes per second which can be transferred is restricted by the quality of the phone lines.

If you don't mind paying the extra £150 connection fee, you could opt for an ISDN line. These are prevalent in some European countries, thanks to governmental support, but not in

Britain... They enable you to transfer data at up to 64k per second.

Cable modems are another possibility, but there's nothing ready for mass production yet. They hook into fibre optic lines used by cable TV companies, and in theory, could provide a virtually free connection to the services of your choice. If the predictions turn out to be true, they could offer data transfer rates many times greater than the fastest modems available now.

All the jargon you need

Baud - the speed rating of a modem. To greatly oversimplify, it represents the number of bytes of uncompressed data that can be transferred in a second.

Dial back security - a security feature whereby the modem phones callers back on predetermined numbers. This stops hackers using your system from their homes under assumed identities.

Duplex speaker phone - a hands-free phone system that enables you to listen and speak at the same time. Some systems only enable traffic in one direction at a time.

Flash ROM - a special type of BIOS (hardware operating system) which is non-volatile, yet can be updated using software only.

Phone through port - a socket on a modem to plug your phone into. It saves you needing a separate socket for your modem.

Voice mail - another term for answer phone messages.

The Optima 288 is the most expensive modem in this group, and like the Premier it's aimed at the business community. It's beautifully made, and has a phone pass-through socket and power switch. It also has a switch for alternating between its voice and data modes. It's the only modem that has additional sockets into which you can plug an external mike and speakers.

It comes with Smartcom, a complete integrated message

centre, and comms suite. You can use it to send faxes, and to set up a fax-on-demand system. Thanks to its voice features, you can use it as an answering machine, and you can set up multiple mail boxes. Like the Sportster and the Microlin, it comes with caller ID too.

As for business features, it has a flash ROM for easy upgradeability, and similar password security features to the Motorola.



With its superior data compression, the Optima can transfer data at a rate up to 230,400 bits per second.

Optima 288

DEVELOPER

Hayes

SUPPLIER

Hayes

CONTACT

01262 744444

PRICE

£294

The only business class modem with voice, fax and data.

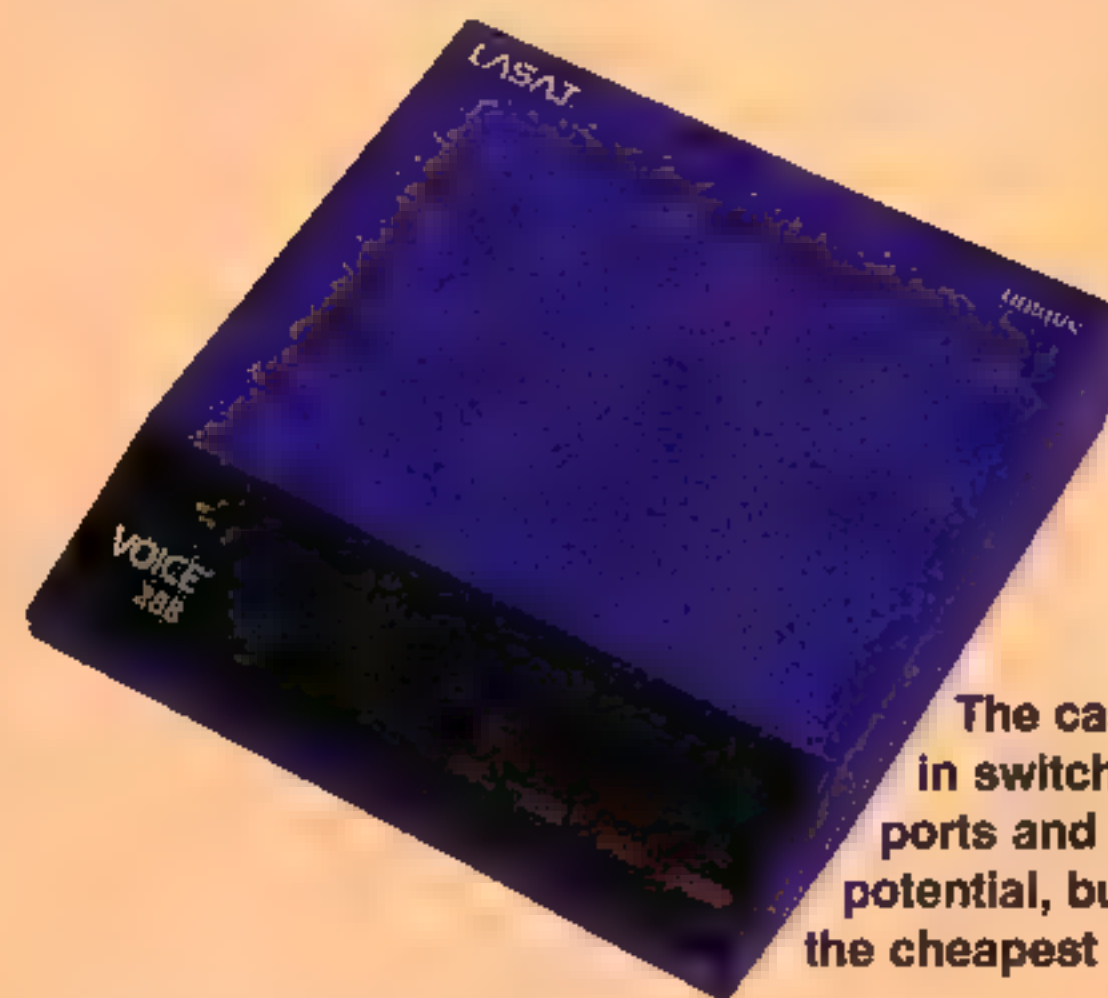
★★★★★

As the cheapest modem in our round-up, the Safire from Lasat is aimed squarely at the undemanding home user. The modem is tiny, with no switches or dials and no phone pass-through. In fact, its design takes minimalism to the limits, although at least there are a few lights to show you when you're connected and transferring data.

Despite its name, it actually manages a data throughput of 33.6k per second, and of course,

it also offers all major fax protocols up to 14,400 baud. Considering its thrifty design, it's somewhat surprising to discover that the modem also provides voice features, so you can set up your own voice mailbox system and use it as an answer phone.

The Safire 288 is supplied with a full suite of comms and voice software, and it's a pleasant surprise to see a serial cable included too.



The case is lacking in switches, through ports and expansion potential, but the Safire is the cheapest 33.6 modem.

Safire 288

DEVELOPER

Lasat

SUPPLIER

Lasat

CONTACT

01270 388281

PRICE

£169

Not bad if your budget is limited and you need voice fax.

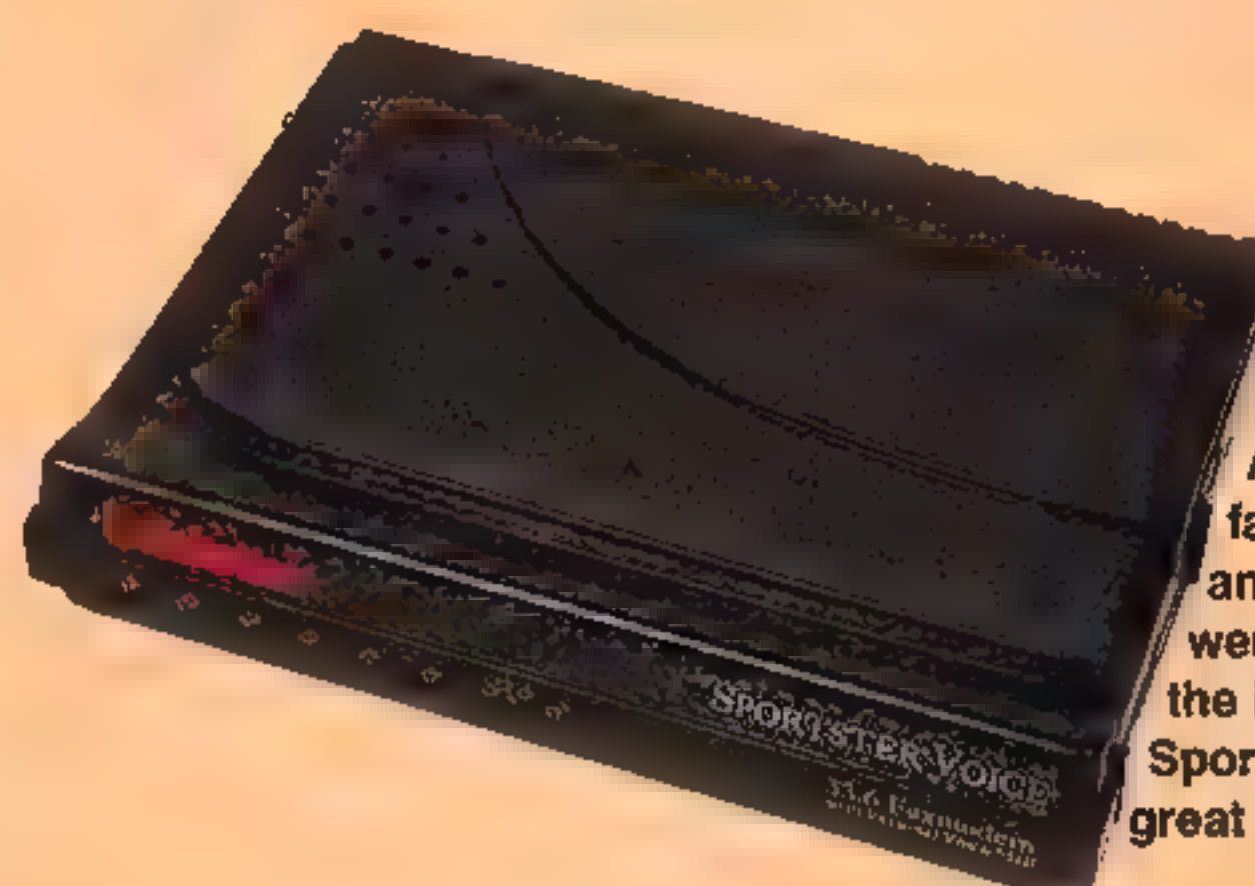
★★★★★

It's tedious to keep on praising the market-leading product, but when it's as superbly designed and constructed as this, you've no choice. It's elegant, and features a phone pass-through, voice mike, volume and power switches, hidden vertical stand and extensive indicator lights complete with clear stencilled descriptions on the case.

A 33.6k modem, it does fax and voice too. Using the integrated mike, you can use it as a

duplex speakerphone. It also comes with a complete selection of software, enabling you to set up multiple voice mailboxes, send faxes, get on to the Internet and more besides.

A less obvious advantage is its universal compatibility - just about every comms package going directly recognises Sportster modems, so you won't have trouble setting it up or connecting to your favourite service. An all-singing, all-dancing winner.



As if voice, fax, data and caller ID weren't enough, the inexpensive Sportster looks great too.

SportsterVoice

DEVELOPER

US Robotics

SUPPLIER

US Robotics

CONTACT

01734 226266

PRICE

£199

It can't make the tea, but it does darned near everything else.

★★★★★



SCREEN

Give yourself a broader outlook with a brand new monitor. Here are five stunners to get your juices flowing.

Even the cheapest colour monitors have a higher resolution and a sharper picture than TV, and if you only ever use your computer for games you probably don't need to upgrade. However, most of us use our computers for far more than games alone, and with most applications the size and quality of your monitor can have a direct bearing upon your productivity.

If your monitor came as part of a bundle with your computer, you can bet that it's not the best on the market. System integrators are competing fiercely on prices, and monitors are one area that new buyers are less discerning about. You probably have a 14-inch set, and while that certainly gets you started, moving up to a larger screen gives you a much more useful window on the software world.

A larger display means that you can use higher resolution modes, which in turn means that you can see more of what you're working on, or you can have more applications run-

ning side-by-side. Moving up from a 14-inch display to a 17-inch one makes a dramatic difference, and although you're only talking about a 3-inch increase in the diagonal size, this translates to an increase of almost 50 per cent in actual viewing area.

If you do only play games, the chances are your software uses a 640 x 480 display mode, regardless of the size of your monitor. That means that a larger monitor simply gives you larger pixels, which might detract from the gaming experience until you get used to the new display. Once you do get used to it, though, you may find yourself noticing details that escaped your attention on your smaller screen.

The fact is, whatever you're doing, you'll enjoy the benefits of a larger screen. For months or years to come, every time you switch your computer on you'll pat yourself on the back for having the sense to move to a better display. Here are five great buys to whet your appetite...

Know the lingo

Colour temperature - denotes the amount redness or blueness in the display (hotter or cooler)

Dot pitch - the size of the dots that make up a monitor's display

Parallelogram - an adjustment which corrects the display when it becomes skewed, so that the top and bottom edges are not parallel

Pin cushion - an adjustment which corrects the edges of the display when they curve inwards or outwards

Resolution - the amount of detail a monitor or graphics card can display

Trapezoid - an adjustment that evens up the display when it becomes slightly wedge-shaped (narrower at the top or bottom)

PanaSync 4G TX-T1563PU1

DEVELOPER
Panasonic
SUPPLIER
Panasonic
CONTACT
0800 404000
PRICE
£367.33
Combines quality
versatility and
functionality.



The PanaSync 4G is a top-notch monitor for people who'd rather not sacrifice quality at smaller sizes.

Although this monitor is unimaginatively designed, it's a great performer and out-classes the Precision Viewer in most areas. It's a 15-inch model, but again, this only results in a visible display of just under 14 inches. It's capable of resolutions up to 1,280 x 1,024 at a refresh rate of 60Hz, but in practice you'd never see such a high resolution on a screen this small.

With .27mm dot pitch, it's a touch better than the Precision. Whether it's down to this tiny

difference or overall better design, the display is noticeably crisper, with better contrast and colour reproduction.

It uses an on-screen digital system for all modifications, and in addition to the parameters offered by the Precision, you can also adjust the colour temperature and the trapezoid.

The PanaSync weighs a ton, and this helps lend it a feeling of robustness. In fact, everything about it feels very professional. A lovely piece of kit.

PanaSync 5G TX-D1734

DEVELOPER
Panasonic
SUPPLIER
Panasonic
CONTACT
0800 404000
PRICE
£703.83
Good, but its maximum resolution counts against it.



The Mystique is powerful and versatile - a perfect hub for your total PC entertainment centre.

This is the first of the 17-inch monitors, and externally it looks just like a larger version of the 4G, with a viewable screen 16 inches in size. In many ways it is similar; it has the same robust construction, same lacklustre design, same backbreaking weight. However, at £703.83, this is a monitor aimed at discerning buyers, and it has extra features to prove it.

All the extras can be accessed via the digital on-screen display. You can still modify the usual stuff, plus pin

cushion, parallelogram and trapezoid, but you can also change the rotation of the display. This level of adjustability is ideal for graphics and DTP professionals who need precise WYSIWYG (What You See Is What You Get) screen reproduction.

Oddly, the maximum recommended resolution for this monitor is only 1,280 x 1,024 at a refresh rate of 60Hz - the same as the smaller model. Although this is quite high, many graphics cards offer resolutions up to 1,600 x 1,200.

TEST

Why the options?

All of these monitors provide controls for adjusting the screen image. Of course, there's the usual contrast and brightness settings, as well as controls for altering the visible screen size and position. But there are many extra controls such as pin cushion, trapezoid, parallelogram and

so on. They may sound odd, but they serve a crucial function.

As an image is displayed on the screen, it can be distorted in a number of ways: the edges can curve in or out, the top may be wider than the bottom, or the whole thing might be slanted or rotated.

Obviously, any distortion prevents you from seeing an accurate representation of whatever you're working on. That's where all these weird-sounding extra controls come in, and the more functions there are, the more precisely the screen image will represent the final printed output.

At only 15.5-inch, the Ergovision has the smallest viewable area of the so-called 17-inch monitors in this group; and it's also the most expensive. It's elegantly designed, and like the PanaSynics uses on-screen displays to change parameters. It has the same parameters as the 5G including the rotation and colour temperature settings. Furthermore, it's the only model with separate RGB controls, so you can configure the display to

your own liking, rather than some factory preset ideal.

With a dot pitch of .27mm, the resolution is the same as the 5G. Sadly, so is the maximum resolution at only 1,280 x 1,024. The TCO suffix in the title means that the Ergovision conforms to the world's strictest standards for energy usage and emissions. If you want to do your bit for the environment, or individual RGB controls are very important to you, go for this, but it'll cost you.

It's a bit of a misnomer to call this a 15-inch monitor. Although the front of the tube is 15 inches from corner-to-corner, the casing obscures part of the tube, leaving you with less than 14 inches of visible area. This convention is used with all monitors, but at this size it matters more because there's less to play with.

The Precision Viewer is stylish and well-made, and looks like some of the expensive NEC monitors. On the front of the case

there are digital controls for size, position, trapezoid and pin cushion. With a dot pitch of .28mm, its resolution isn't as high as most, nevertheless the display quality and clarity is perfectly satisfactory.

In case, you don't already have speakers, you can optionally buy a pair which attach to the side of the case. If you have a very poor 14-inch monitor, or you're putting a system together from scratch, it may be worth taking a look at this model.

Although this monitor's visible screen area is only .25-inch greater than the Ergovision, its flatter tube produces a much more pleasing effect. The case is the plainest of all, and it's also the smallest, which means it requires less desktop space.

Like the other two 17-inchers, the Vision Master uses on-screen controls, which are grouped into sub-menus according to function. This set does everything that the others do, as well as things that you've never even heard of in connection with a monitor, such

as horizontal convergence and moire.

It has two sets of inputs at the back, the standard RGB sub-miniature plug and five BNC connectors, presumably for video work. At .26mm, this monitor has the smallest dot pitch of all the monitors in our round-up, and it supports a maximum resolution of 1,600 x 1,200.

The Vision Master 17 is a clear winner in every single category; price, features, quality, compactness and flexibility. A superb choice.



It may be expensive and have the smallest viewable area, but it's the only environmentally sound monitor.

Taxan Ergovision 730 TCO

DEVELOPER
Taxan
SUPPLIER
Taxan
CONTACT
01942 867666
PRICE
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Concerned about the environment? Choose this one.

★★★★★



Precision Viewer is a good-looking, nicely designed monitor. A good choice for first time buyers.

Precision Viewer 15-INCH

DEVELOPER
Aashima
SUPPLIER
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CONTACT
01376 500000
PRICE
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A great first monitor, but not an upgrade option.

★★★★★



This monitor is the outright winner.

Lyama Vision Master 17

DEVELOPER
Lyama
SUPPLIER
Lyama
CONTACT
01498 745482
PRICE
£621.58
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★★★★★

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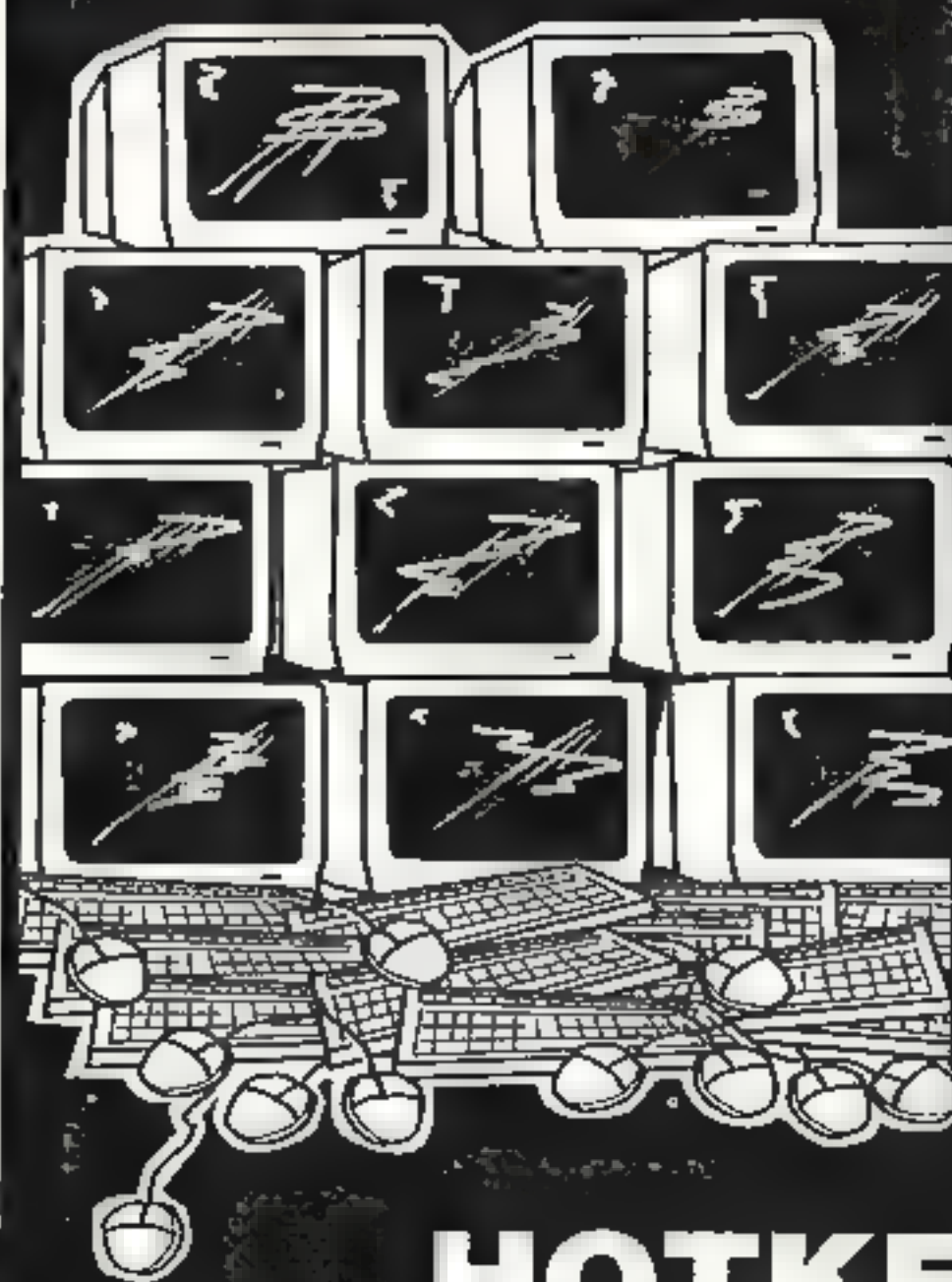
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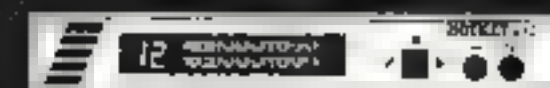
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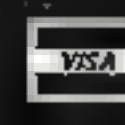
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How to...

PERSONALISE YOUR PC

Turn your PC into a real friend with our guide to customising and, indeed, humanising your computer.

Computers with attitude: it's been a common thread through most modern sci-fi work. Take Hal, the homicidal maniac controlling mankind's destiny in *2001*. He went off the rails big time after becoming suspicious of his human crew. His murderous spree was only stopped after his electronic brain was dissected. And Marvin the Paranoid Android who suffered agonies in *The Hitch-hiker's Guide to the Galaxy*. Like some nagging ache he stamped his depression on everyone around him. *Red Dwarf's* Holi, too, wasn't averse to a touch of the blues or a practical joke – unfortunately for the crew, this was usually in moments of deep crisis.

So what is it about complex high-tech machinery that we have to give them human qualities? Simple really – it makes them

easier to cope with. We tend to take things personally – so if something acts up, we can rant at it and generally give it a good telling off. And if something purrs along sweetly and behaves, we give it a smile and a pat. It's our friend in this rough-and-tumble world.

Computers, more than any other piece of household kit, are seen as part of the family. They do things on their own (seemingly) and are clearly much smarter than us. But they do lack a certain warmth. So how about giving your PC pal a personality? Why not tweak its overall character so it suits your life, or mood, and do away with the clinical sameness it came out of the box with?

One of the flashiest ways to instantly personalise your desktop and give it a human 'face' is to use one of your own images as wallpaper. This forms the back-

drop for your working environment, and can either be one large image, or a smaller one repeated (called tiling), to fill the screen.

As program icons and folders will sit on top, it's best not to have anything too disruptive. Remember it should enhance your environment, not raise your blood pressure as you hunt for an icon lost in the confusion caused by overpowering images.

If you have a slower system, or a poorly-performing graphics card, steer away from true colour images – they take up a lot of memory, and can slow down a sluggish system because of screen re-draws. Go for 256 colour tiled images instead.

Romantics will want to have a picture of their loved one – or someone they'd like to have love them (Pamela Anderson Lee could be a popular choice, maybe...).

HOW TO CHANGE ICONS IN WINDOWS 95

1. Right click on the icon to change and select Properties from the drop-down menu.
2. Click on the Shortcut tab, then Change Icon. Select Browse, and find the location of your new design.
3. Choose a new icon, then click on Open. OK your changes, and you're in business! Unfortunately you can't change any Folder icon images this way.

HOW TO CHANGE CURSORS IN WINDOWS 95

From the Start menu, choose Settings/Control Panel. Select Mouse, and click on the Pointers tab. Select the cursor to change, and Browse to find your new selection. Click on Open, and OK the changes.

CD REVIEW

We feature the following Shareware programs to give you a head start in personalising your computer.

AVICL495.ZIP
Create an AVI movie from separate images. This shareware version limits you to number of frames allowed.

BDROP101.ZIP
Configure your wallpaper, with tiles and master images on the same screen.

FMOTN2_o.ZIP
Video player screensaver. It takes an AVI or MOV file and launches it.

LOGOVW.ZIP
Change Windows 95's start and close screens; either customise the boring cloud ones, or include your own designs.

A friendly face

What nicer way to relate to your PC than to have a picture of your favourite person greet you each time you switch on? It gives a human face to what can be a sterile environment.

Once your picture is digitised, you can convert it to a bitmap



and tile it as wallpaper. And by using a graphics package such as *Paint Shop Pro 4*, you can subtly alter the picture. Here we've used the standard image as our tiled backdrop in Windows 95, then used *PSP4* to draw closed eyelids on the face.

Then by using this edited image as wallpaper, capturing the whole desktop image by pressing the [Prt Sc] key, pasting it into *PSP4* and saving it as another .BMP file, we used one of the slideshow screensavers on this month's CD Review with this image specified as the sole image to display.

So when the saver kicks in, it loads our full-screen picture of the tiled background showing our model with closed eyes. Neat.

Microangelo

A clear winner in the field of desktop customisation, *Microangelo* lets you create cursors – animated or still – and icons from scratch. It also allows you to import a bitmap image to be used as either, so if you have digitised pictures of people or places, you can quickly convert them to desktop items.

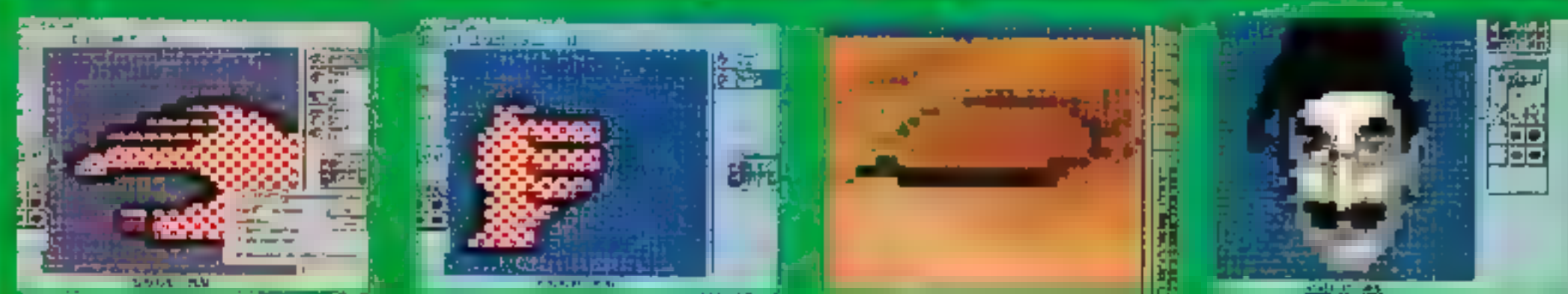
In use it's just like a paint program, except you're working on a 32x32 pixel grid. Icons can have up to 256 colours in Windows 95, but cursors usually have just 16. This restriction can be worked around to some extent by allowing dithered colours – that's alternate pixels of different colours to create the illusion of a blend of the two.

The impatient drumming hand animated cursor created for this article simulates a flesh tone by alternating white and red pixels. Here's how we did it...

After installing *Microangelo* from *CD Review*, run *Animator*. With black as the foreground colour, draw the outline of the hand in position one – at rest – using the

pencil tool. If you make any mistakes, just erase the rogue pixels. From Edit, choose New Frames, and add 4, filling the new ones with the contents of frame 1. You've created a five frame animated cursor, with no movement – as yet.

Select frame 2 from the miniatures on the right of the screen, and re-draw the forefinger raised, erasing the old image of the finger. Move on to frame three, and just alter the middle finger so it's lifted by redrawing in black, and erasing its former position. The rest of the fingers stay in their original (frame 1) position. Continue this process until you've done each finger, and finally the thumb. If you click on the Display animation button, you will see the movement playing, even as you edit. Now fill each hand image with red in solid colour mode; then click on the Paint Every Other Pixel icon, and fill with white. This creates a pinkish blend. Finally, add nails to the hand, and maybe darken portions of the image for shadows. Save the cursor in your Windows 95 directory.



One subtle but rather cool way to personalise your PC is to create your own cursor.

And proud parents or pet-lovers will be at home with the kids or Shep greeting them at the start of every day.

If the computer's got a human face, why not give it a voice too? Most PCs come with soundcards, which allow recordings to be made in the standard WAV format. And once digitised and stored onto your hard drive, they can be played at will, and associated with events on the computer. So for example you could record your girlfriend saying "Hello darling" or "I hate you, dearest" and have that play each time Windows 95 starts. Likewise you can record a series of alerts – "Don't touch that!", "Not now..." – which can be triggered by Windows events. Last issue *CD Review* featured both *Goldwave* and *Cool Edit*, and each does a great job of cleaning up your own sound samples, cutting out silences or adding special effects.

The scope is limitless, and to add to the fun there are many areas on the Internet where small sound samples from movies

and TV can be downloaded – including, of course, Hal himself. "I'm sorry, Dave..."

A more subtle way to give your GUI (Graphical User Interface) more of a personality is by designing your own cursors and icons. You'll need a program to do this so we've put *Microangelo* on *CD Review*. Using that you'll be able to customise the look and feel of your PC down to the smallest level. Check out our separate panel for a quick guide on how to get started.

Digitised images – and not just more shots of Pammy – can be made into icons, and you can create your own from scratch. It's also capable of making animated cursors; so with a little skill and patience you can stamp your own personality on your PC. And if you don't have the time, keenies have been busy making available plenty of theme icons and cursors on the Internet – from *Star Wars* to Pee Wee Herman (don't ask...).

Love 'em or hate 'em, screen savers are here to stay. They rob your computer of

Sound sense

If your soundcard enables you to record audio, you can sample anything into the computer – from the dulcet tones of your beloved to a sound-bite from a politician or movie star. You can do this either by connecting a tape player to the card, or a microphone for live recording. Either way you'll probably have to clean it up – remove silences from the start and end, or maybe decrease the volume. Adding special effects can also be fun.

To do this you'll need a WAV editor, and last month we included two of the best – *Goldwave* and *Cool Edit* – on *CD Review*. With them you can record and edit sound samples, and save them to disk. To make one of your wave files play in Windows 95, call up the Settings menu and select Sounds. Click on an event – Windows start for example – then Browse to the WAV file you want to use, and OK your changes. Simple as that.



processing power and take up valuable disk space. But very often they're a sheer delight to watch. And the beauty of some savers is that you can customise them by adding your own images.

Shareware examples – and some are included on *CD Review* this month – offer a wealth of features to help personalise your computer. They allow you to load in a sequence of images for an auto-running slideshow, or play a video clip taken from one of your home movies, or manipulate a picture of someone close to you which can be bounced around the screen wrapped around a 3D surface.

One very clever trick is to use a full-screen of your wallpaper image, and alter it slightly as the dormant screen. For instance, you could simply use the original shot of your girlfriend, and using a paint program close the eyes. Alternatively, lengthen her nose, give her warts and a cauliflower ear. She'll love you for that... (PL)

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How to... MAKE YOUR OWN

CD REVIEW

We give you a free CompuServe trial and Home Page Wizard. Everything you need.

If you want to get ahead, get a hat, they used to say. In this Internet age, headgear is out and homepages are in. But how do you create one? Read on and find out...

The Internet is nothing but a very efficient way to communicate. It enables organisations, individuals and groups to connect in a variety of ways. And now that most Internet access providers are giving free Web space to new customers, it's easy to set up your own Web presence so others can connect to you through a personal homepage.

A homepage is designed to be the first page seen by explorers from the outside world and is your introduction to new Web visitors to your site. It is used to direct people to other interesting resources that you have and to other areas in your site. It also refers to a page that a person designates as their own 'main page', often presenting personal or professional information.

All created equal

All pages you find on the Internet are created using a language called HTML (that's the HyperText Markup Language). HTML documents are nothing more than standard files with formatting codes; they contain information about the layout of the page such as text styles, document titles, paragraphs, pictures, lists and hyperlinks. The HTML code is entered straight into any text editing program and should be saved with the vital extension ".html" or ".htm". The page is then made available to

the public at large by placing it on a Web server. Bang, it's ready for access.

Information found on homepages varies widely and reflects the diversity and personalities on the Web. There are no set formats, no one style or substance to include. However, there are a few issues you should think about when

People with slow Internet connections won't want to wait for large pictures to download.

designing a homepage in order to avoid making mistakes – and perhaps more importantly, avoid annoying anybody who looks at it.

Firstly, it should be carefully structured with minimum extraneous graphics or text. The details you include should be connected by hypertext links. You can include graphics, but they should be small. People with slow Internet connections won't want to wait for large pictures to download.

Browse, don't arouse

Also, you should ensure that a user can

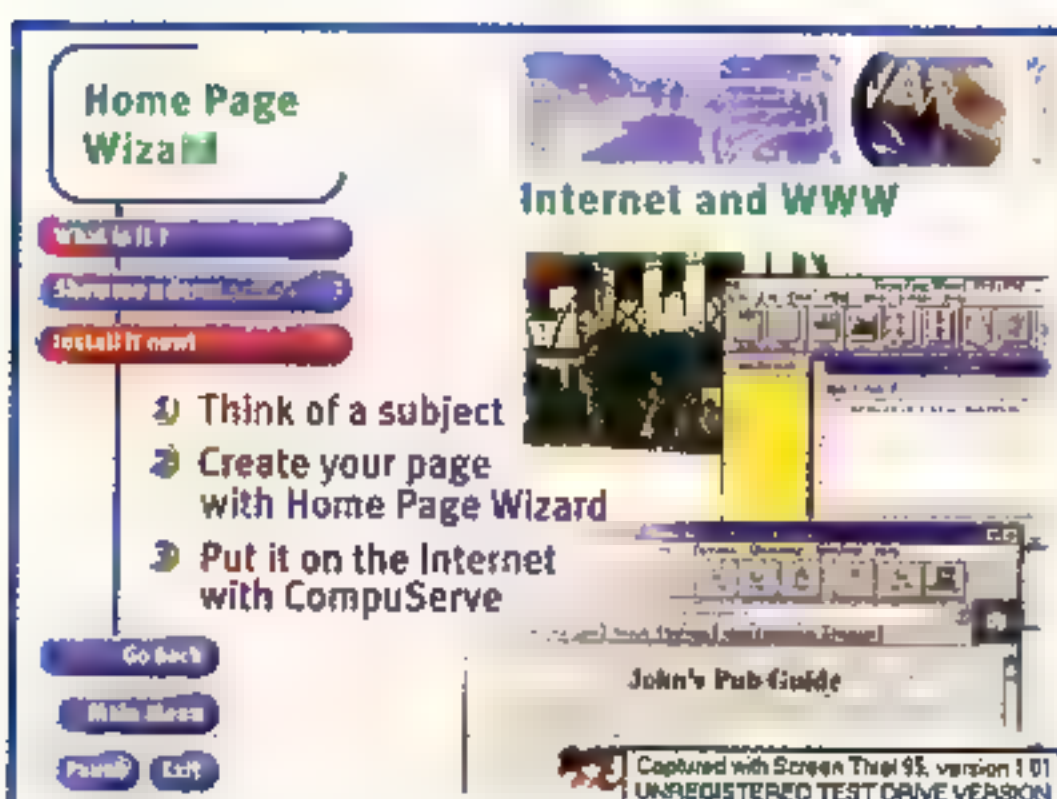
navigate around your pages without a graphical browser, as many users may still access your site with text-only browsers. So, if you want to use icons for navigation, you should also provide a text-only option.

Brevity, too, is important. A homepage is an introductory map of your site, so it must outline the content and provide context pointers to the resources: visitors must know how to navigate their way around. Your page should also have contact information in case someone wants to contact you. An e-mail address for the site should be included somewhere, usually at the bottom. (See <http://www.whitehouse.gov/WH/Welcome.html>)

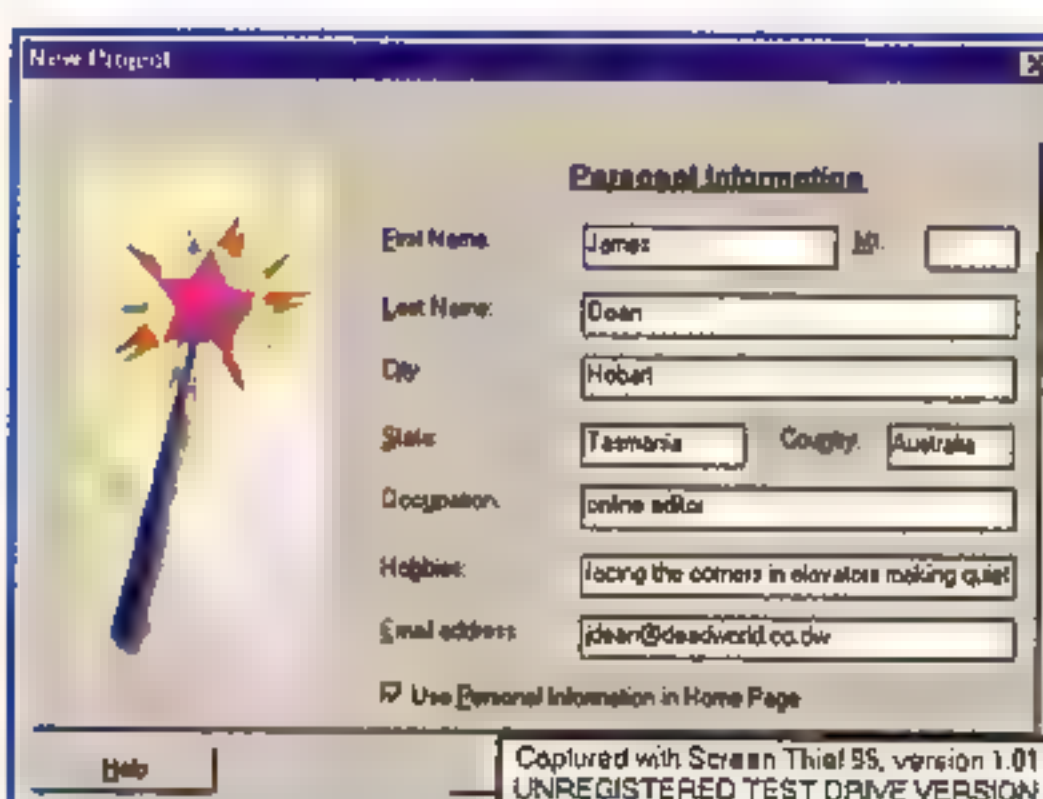
Getting familiar

One effective way of familiarising yourself with the basics of HTML is to view the source code of other peoples' pages to get an idea of how their pages were created, and then 'borrow' some of their best ideas. An alternative to this is to use an authoring tool. One such program is CompuServe's *Home Page Wizard*, which is included with its Personal Home Page Service. This program makes it easy for members to quickly create and publish a page on the Internet. So what are you waiting for?

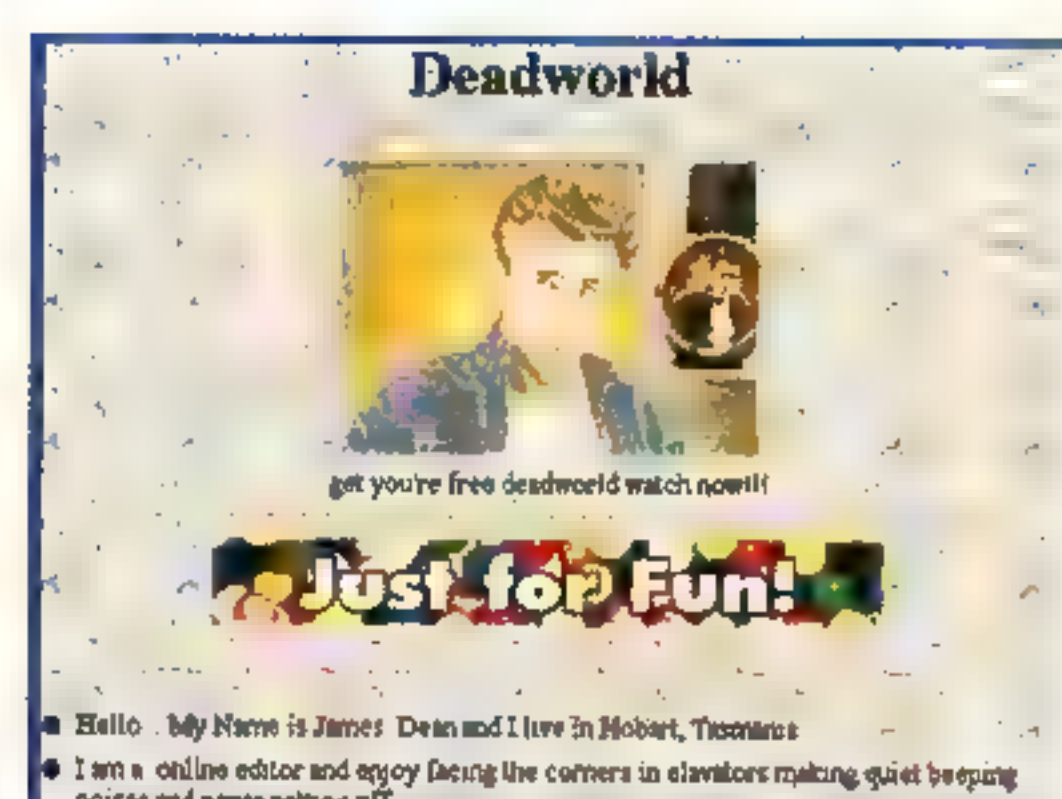
● GETTING YOUR HOMEPAGE UP AND RUNNING WITH COMPUERVE'S HOME PAGE WIZARD



1 Along with your CompuServe account, you have a grand total of 1Mb to play with, which is plenty enough to do some neat stuff. So let's get started. Firstly, you must install the *Home Page Wizard* on your machine. Run the CompuServe installation software from the CD and follow the steps to install the *Home Page Wizard*. Once you have installed the software, double-click on the icon called HPWIZ.EXE to start it running. You will then be presented with a series of simple steps. Follow these to create your homepage in no time at all.



2 Begin by entering the necessary text for your homepage. This should include, for example, your basic personal details, such as the title you want to give your homepage, your name, your e-mail address and the area in which you live. The program will then take all of this information and have a go at putting it into the correct place on the screen. You must remember to fill in all of the fields in these boxes, otherwise *Home Page Wizard* will not permit you to continue, the cleverclogs of a program that it is.

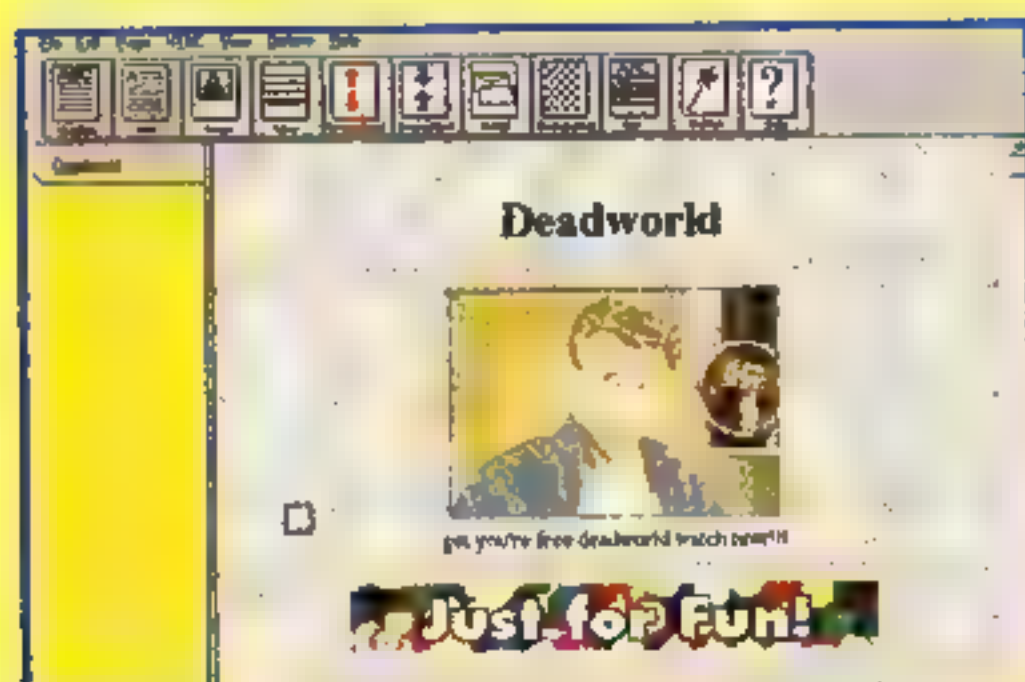


3 You will then be asked to choose the background colour and put pictures on the page by choosing one of the templates listed. We've chosen the 'fun' background which will set the background to pictures of footprints and plonk an image on the page along with the text we've already put in. If you don't like the look of the template, don't worry. You can always choose the blank page option and customise the style later on. After you've done this, press the Finish button to make your page appear on the screen as if by magic.



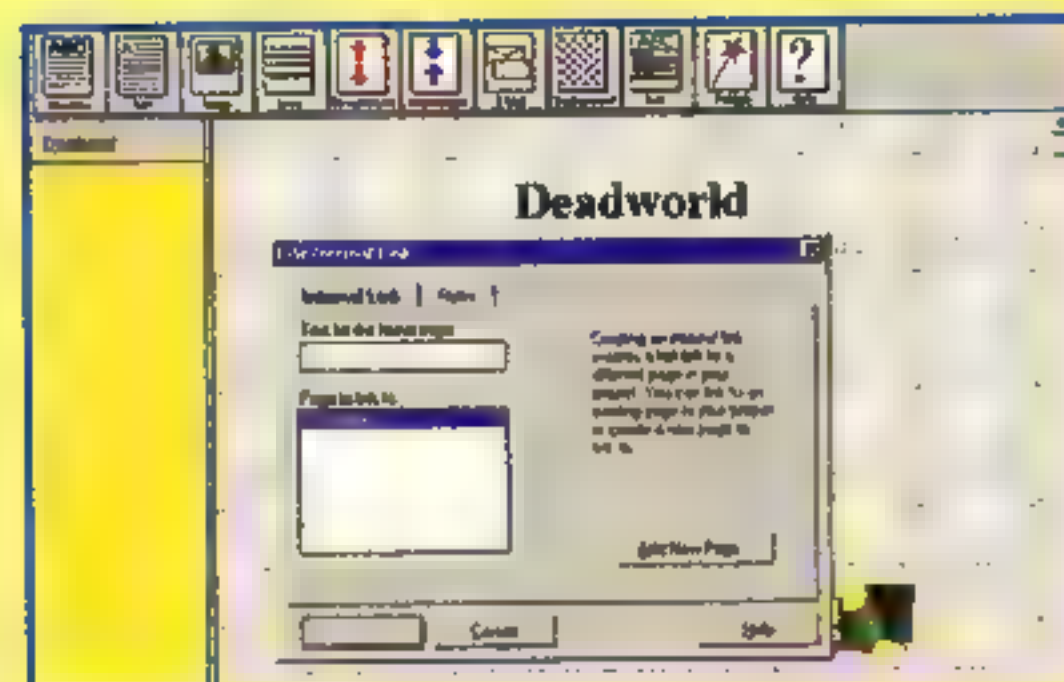
HOME PAGE

SIX SUPER TRICKS



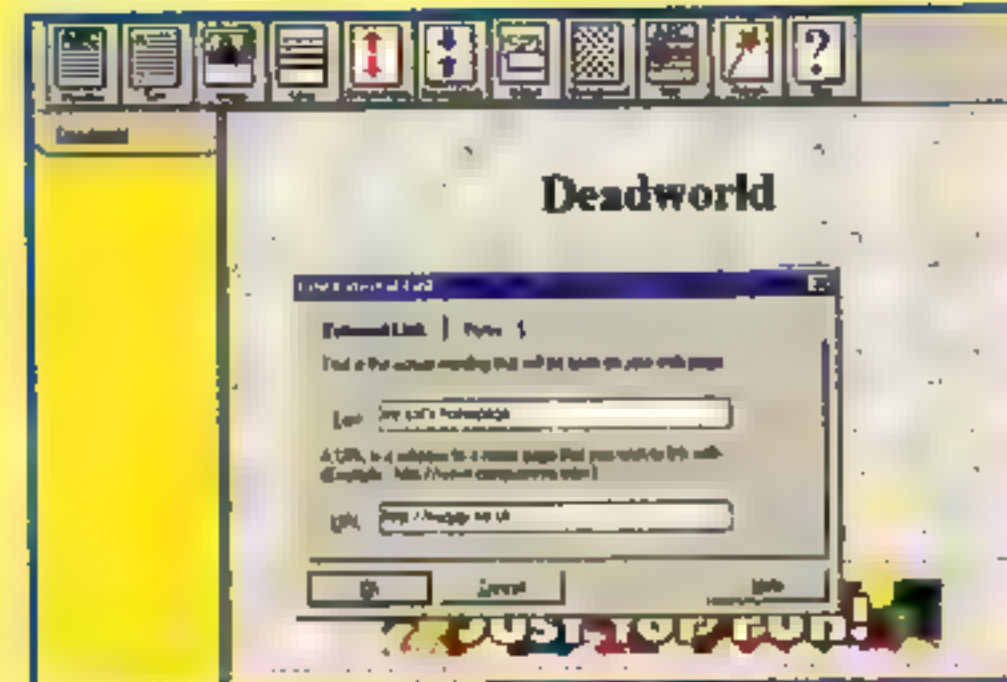
Moving things around

With the *Home Page Wizard*, it's easy to alter the location and properties of objects on the screen by simply dragging and dropping them. If you want to substitute one of the objects for something else, or just change its properties, simply double-click on it and a box will appear asking what you would like to change it to.



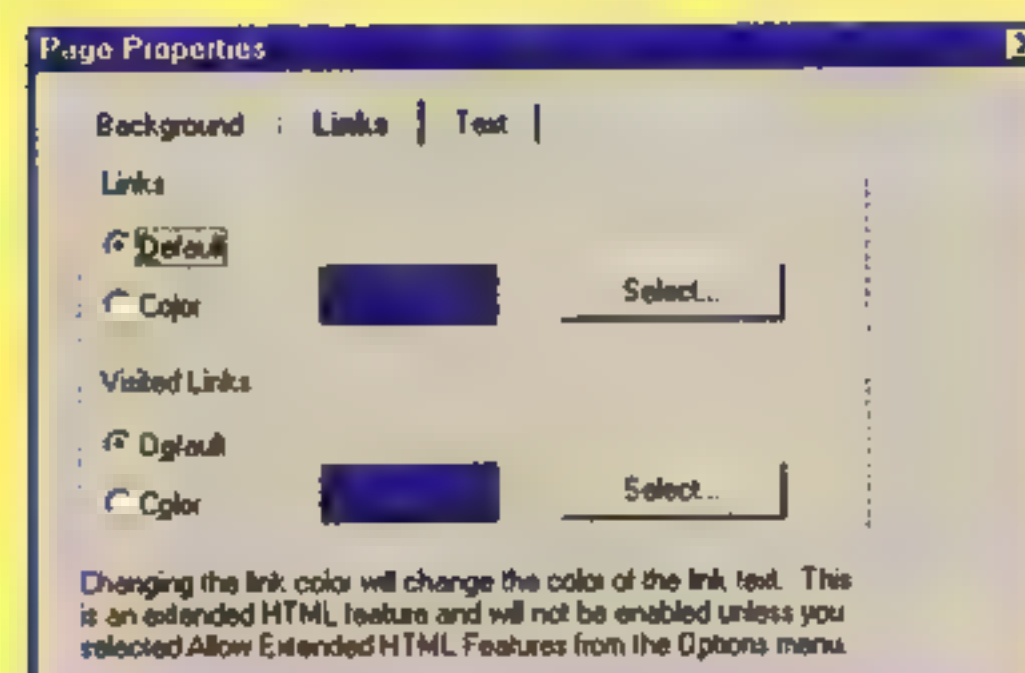
Internal links

If you want to create more than one page, you will need to know how to link multiple pages together. The *Home Page Wizard* makes this easy. Just select the Internal Link icon from the toolbar and drag it to wherever you want the link to appear. Then enter the details of the page you want to link to. It's as simple as that.



External links

This works in the same way as above, but enables you to connect to other Web sites. Just hold the mouse button down on the External Links icon and drag the button to wherever you want the link to go on the page. Then enter the URL of the other Web site and the text you want to have appear on the screen.



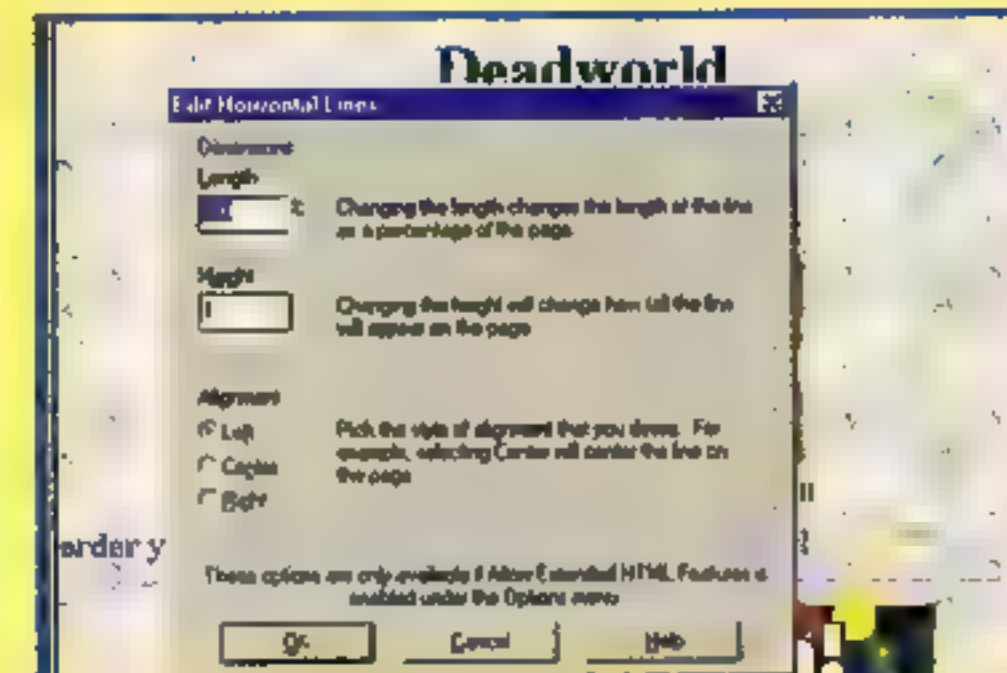
Changing the text color

By choosing the Text Color option from the Page menu, you can alter the color of the text, background and links. Are you sick of Internet hotlinks always being blue and want to do something radical and different on your page? Start here.



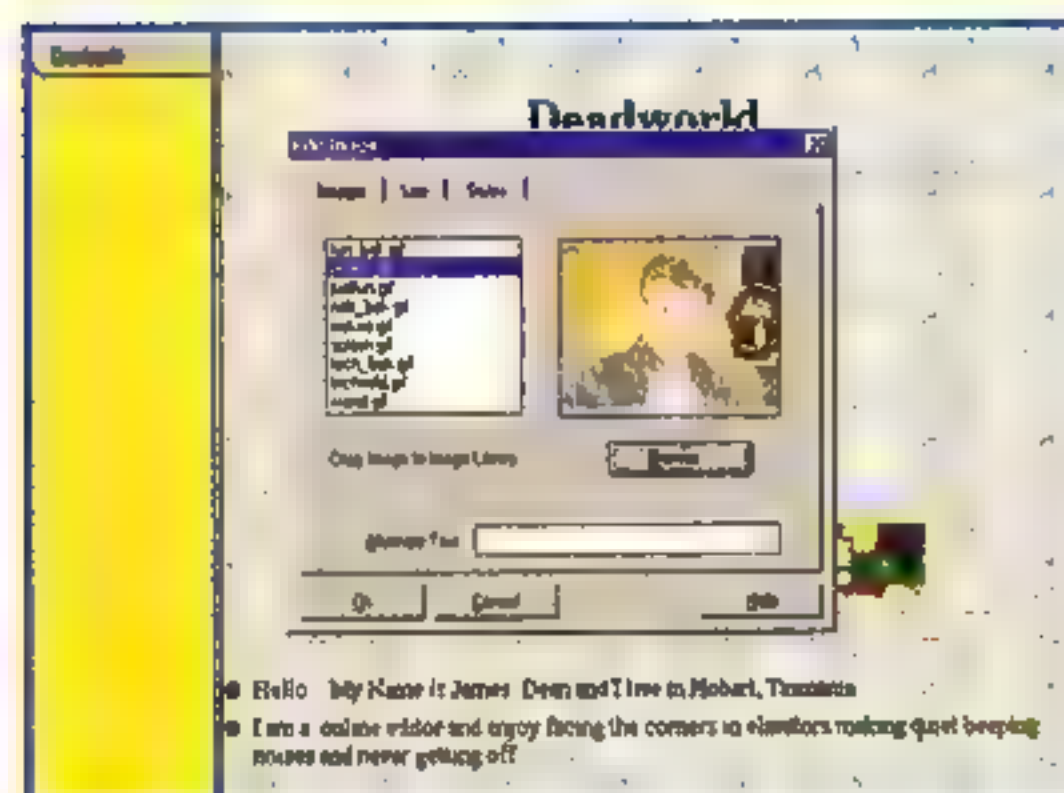
e-mail address

You might decide that you want people to be able to contact you (and tell you just what they think of your work) via e-mail from your homepage. Simply drag and drop the e-mail icon from the toolbar to wherever you want the link to go to. It really is that simple!



Adding separators

Once you've placed a lot of info on the page, you may want to separate it using horizontal lines. Select the Lines icon from the toolbar, and drag and drop lines of varied thickness and width on to the page. Your page will be clear and concise.



4 Now you have your page sitting there on the screen, you need to polish it up a little before it's finally ready for a grand launch on to the Internet. This might include adding images, more text and e-mail addresses (for more help on these see the Six Super Tricks above). However, to get you away and tweaking, here's how to add a picture to your masterpiece. Firstly, click on the Image icon in the toolbar and drag it on to the desktop to where you want the picture to go. Then drop the icon and select the picture you want to place. Easy!



5 Almost done. You've created and tweaked your page and are ready to see it on your browser. It's a good idea to preview the page before you launch it, just to make sure that there are no mistakes that need fixing up and you can do this directly from the *Home Page Wizard*. Press the 'Test' button in the toolbar and you'll see that all the files that you have used have been neatly compiled and bundled into one folder. Press proceed and select your browser EXE file location and click OK. Your page will then load up on the browser selected.



6 The final step to stardom. If the page worked to your satisfaction on the browser, it's time to upload it to CompuServe using the *Home Page Publishing Wizard*. This is a separate program which will place all the files you want to display on to the Web. You can also enter a few words which will enable others to find your page through searches based on your occupation, hobbies and interests. Remember, though, if you want to complete this step, you'll need your CompuServe password and user ID handy.

A FEW TO VISIT

<http://www.netscape.com/>
Without Netscape there would be no blinking text, no background colours, no centered text, the list goes on. Without Netscape, the World Wide Web would be pretty plain. Check out its home page.

<http://www.futurenet.co.uk>
Europe's biggest Web site and one that's constantly being updated and kept fresh. That's something to keep in mind if you want your page to last and attract people over and over again.

<http://www.abc.se/~m9003/god/gods.html>

"You have come here to find the Truth and so you will, for within here awaits True Salvation and the reward of Eternal Life, so get your Credit Card ready for the one and only Divine Deal on the whole Internet... er, says it all really.

<http://gepas1.db.s.aber.ac.uk/roy/rsgsites.htm>
Theres something distasteful about putting your favourite Web links on your page. Here's something to avoid.

<http://whirligig.ecs.soton.ac.uk/~mrh94/home.html>

In order to evoke any sense of author identity, the links on a personal homepage have got to at least assume universal reader interest. This one doesn't and suffers for it. Think BIG!

How to... BUILD BETTER

CD REVIEW

On the disc you'll find all the software you need to get started editing Quake levels, plus test maps.

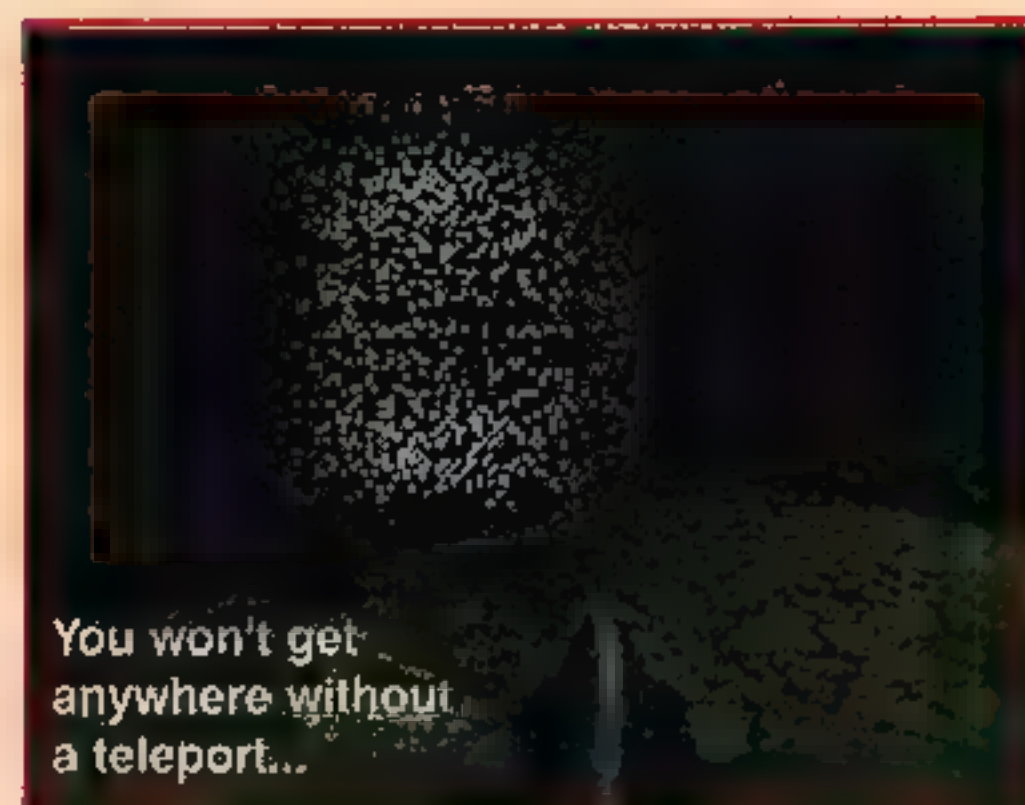
Each effect is illustrated in a MAP file included on CD Review. Firstly, open them in BSP to see how to do it and then look at it in Quake (you'll need to compile it first) to see what it looks like. Put these MAP files in your "c:\quake\mygame\mapfiles\" directory.

The nine special effects you must know: Quake expert Dario Casali brings you the Quake level design masterclass.

TELEPORT

Make a teleport by creating a rectangular brush 96 wide by 32 deep by 128 high. Clone this brush, move it precisely on to the other, then scale it so it creates a chisel which can be used to punch a hole in the first. Make sure the chisel goes all the way through and out the other side, and does not touch any other brushes. Once the chisel is in place, press the Subtraction button. The chisel will remain there and a hole will have been made through the teleport structure. Next, re-texture the chisel to the +Teleport texture and resize it so it sits inside the teleport structure. To do this, set the grid to 4 to make the chisel 16 deep and sit inside the structure. Zooming in can help here.

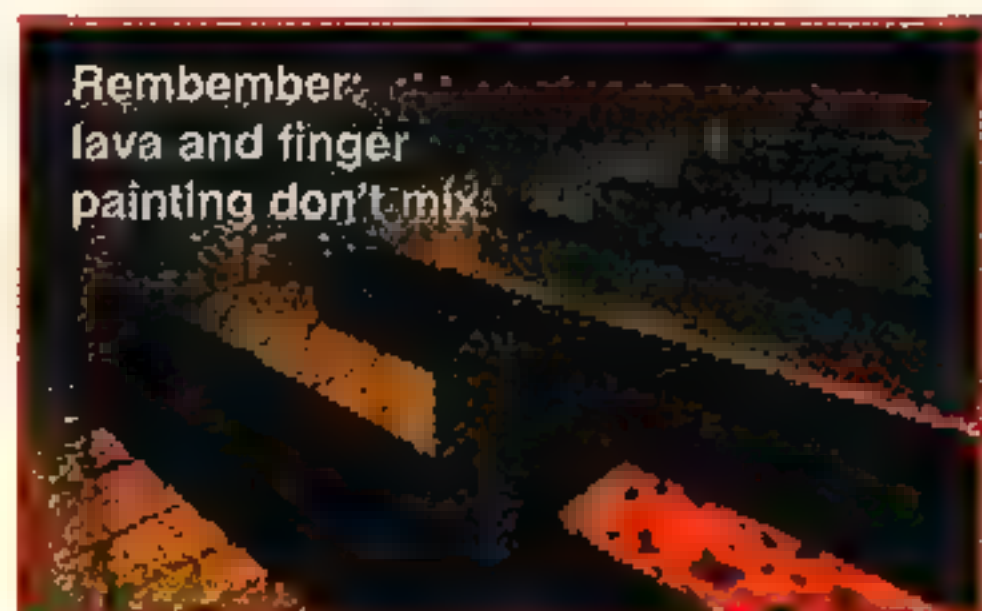
You now need to add two entities – a teleport start and teleport destination. For the start, clone the teleport-textured brush and position it so that it sits exactly over the existing brush. In the entities window select Trigger_teleport. In the Key box, type "target" (without speechmarks), and in the Value box type "t1". Click on the Add button and press [Escape]. Select Info_teleport_destination. Drag a square somewhere else in the room and click on Make Entity. In the entity window, in the Key box, type "targetname" and in the Value box type "t1". Press Escape again and your teleport is ready to go! (BSP has a purple arrow pointing from the source to the destination.)



You won't get anywhere without a teleport...

WATER & LAVA

Water is simply a brush with the texture water0, water1 or water2. It is a solid brush that fills the space in which you want the water to be. Lava is the same: in this map, some lights are added above the surface of the lava to make it look like it's a light source. If you make a water brush as a wall, you can pass through it, so do not use a water brush as a 'world' wall, or Quake will treat it as a leak and you can fall out of the level if you step through it.



Remember: lava and finger painting don't mix.

MOVING BRUSHES

Simply create the brush or group of brushes you want to move, then make them a "func_train" entity. It must have a "target" key, with a value of "corner1" or something similar. Then decide where the platform is to move to.

Set out a course in your head, then at each corner of the course, place an entity called "path_corner" with the "targetname" value equivalent to the platforms target, in this case "corner1". This corner also needs a target so the platform can go to the next corner and so on.

The platform will move from one corner to the next and stop when it gets to a corner that has the "wait" key set to minus 1. If no "path_corners" have this, the platform will keep going round the path. You can also do this to monsters, to get them walking around a level before they wake up.

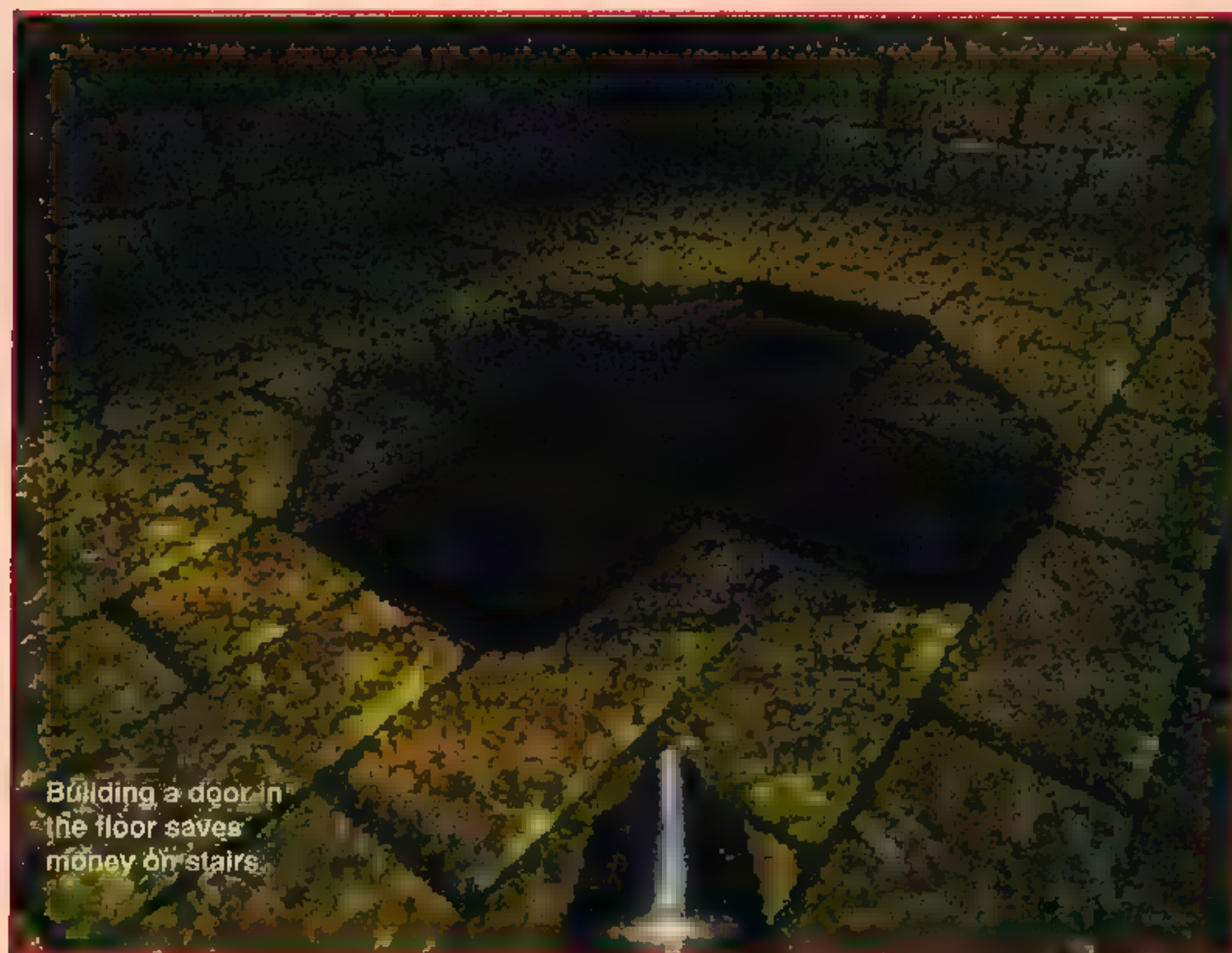
In the example, the platform gib is the player if it gets you pinned against a wall. This is done by giving the "func_train" brush a DMG value of greater than 100.

MONSTER TRIGGERS



This map shows how you can have a monster teleporting into your level after a certain event has taken place: kill the soldier, and the Shambler comes and avenges him. This is done by having a separate room with the Shambler in. The whole of the room is filled with a teleport brush, pointing to the teleport destination. The teleporter brush has a "targetname" key, the corresponding "target" – in this case the soldier. The soldier's death triggers the teleport. Any event in Quake can be triggered by a monster's death simply by setting the "target" and "targetname" keys appropriately.

A RATHER COOL DOOR



Building a door in the floor saves money on stairs.

This level shows a bit of lateral thinking. There is a trapdoor built into the ground consisting of four parts which slide away from each other. Each door was built from clipping a brush into the shape wanted and mirrored about to make four of them.

The individual corner shapes are "func_door" entities, given the direction to move and then a "targetname" tag. If you left them without a trigger, they would still open but they'd do it just before you got to them, ruining the surprise.

This example shows a trigger just above the middle, so you have to walk there to open the doors. It's a "trigger_multiple" entity, so the doors can be opened repeatedly. In a real level, it would be a "trigger_single" as the light is worked out with the doors open. When they close, you get fake lighting (unless you light the pit from below).

Doors can move at any angle: using the entities window in BSP, click on the angle from the 10 prefab settings. Any angle can be put in manually. Setting the lip (this is the amount by which the door stops below the next brush) can be useful to make the door disappear completely into the wall, as in this level.

QUAKE LEVELS

PART 2

● BUTTON

Now you are familiar with the "target" and "targetname" functions in *Quake*, buttons are now very simple. A button-triggered event simply involves setting up the event you want triggered, then giving that entity a "targetname" value which matches the "target" value of the button. Set up the button so that it moves where you want it to move and has the correct sound and so on. The button has the entity classname of "func_button". The event you set up (which could be a door or a platform moving to a certain place) will only be triggered if a button is hit. To enable the button to be a shootable one, give the button a "health" value of "1". In the example the button fires only once. This can be set with "wait" "-1". The door has a DMG value of "700" to ensure that the Shambler would get whacked. It is necessary to set the direction the button moves in: best get it to recede into the wall or floor it is lying on, so set the value accordingly. This button is set to move downwards - "angle" "-2".

You can make buttons but you can't make Minstrels.



● INVISIBLE TRIGGERS

These are similar to buttons. In the same map there is an invisible trigger that will move the door again, and this time you can get squashed if you wish. The invisible trigger is to the left when you start the game, against the wall. This is done using the "trigger_once" entity. Use "trigger_multiple" if you want the trigger to work more than once. This is invisible and doesn't move when triggered, so there is no need to set the texture or direction. This trigger has a two second delay, so you can get in front of the door in time for it to squash you.

● HURT & JUMP BRUSHES

These entities are probably less useful but can inspire some interesting ideas. One idea is to put a "trigger_monsterjump" brush over a layer of lava, which makes it look like the monsters are finding the lava a bit tough on their feet. Add a "trigger_hurt" brush and they will perish as well. Giving a hurt brush a button means that at the touch of a button you can kill whoever passes through. Be careful though, the hurt brushes hurt you too! In this example the knights jump into their deaths. It makes quite an amusing spectacle, but there are many ways this can be used 'properly'.



Would you have thought of dancing zombies?

Customising the player and monster models on Quake

There is a very quick and easy way to change the appearance of the player and monster models in *Quake* without having to change the actual 3D model or *Quake* C code. Each enemy, key, sigil or player model is made up of a set of triangles (creating its 3D shape) and a skin to wrap around it. You need two skins for each model - the front and the back.

You can change this skin using any paint program and then re-apply it to the model to achieve the look of a new monster or player. One use for this is to customise your player skin in a deathmatch, so opponents can recognise who they are dying, or alternatively a team can be made and kept within co-op mode. It's much

easier to recognise another player by looking at their face than remembering what colour they are.

It is possible for each player in a multiplayer game to give themselves a different skin, which means if you have access to a camcorder and video board you can digitise each player and wrap their pictures over the player model to have a very realistic clone of yourself running around the *Quake* world!

You can do this easily using *QuakeME*, a program created by Rene Post and supplied on *CD-REVIEW*. It is extremely simple to use, it simply uses the model files that you extract from your PAK1 and PAK0 files and displays them. You can copy the existing skins to any paint package, change them, then import them back into the model. Save this model into a new directory and point *Quake* to this directory when you run the game. Your new skin will appear in the game. Full instructions are given in the text file that accompanies the program.



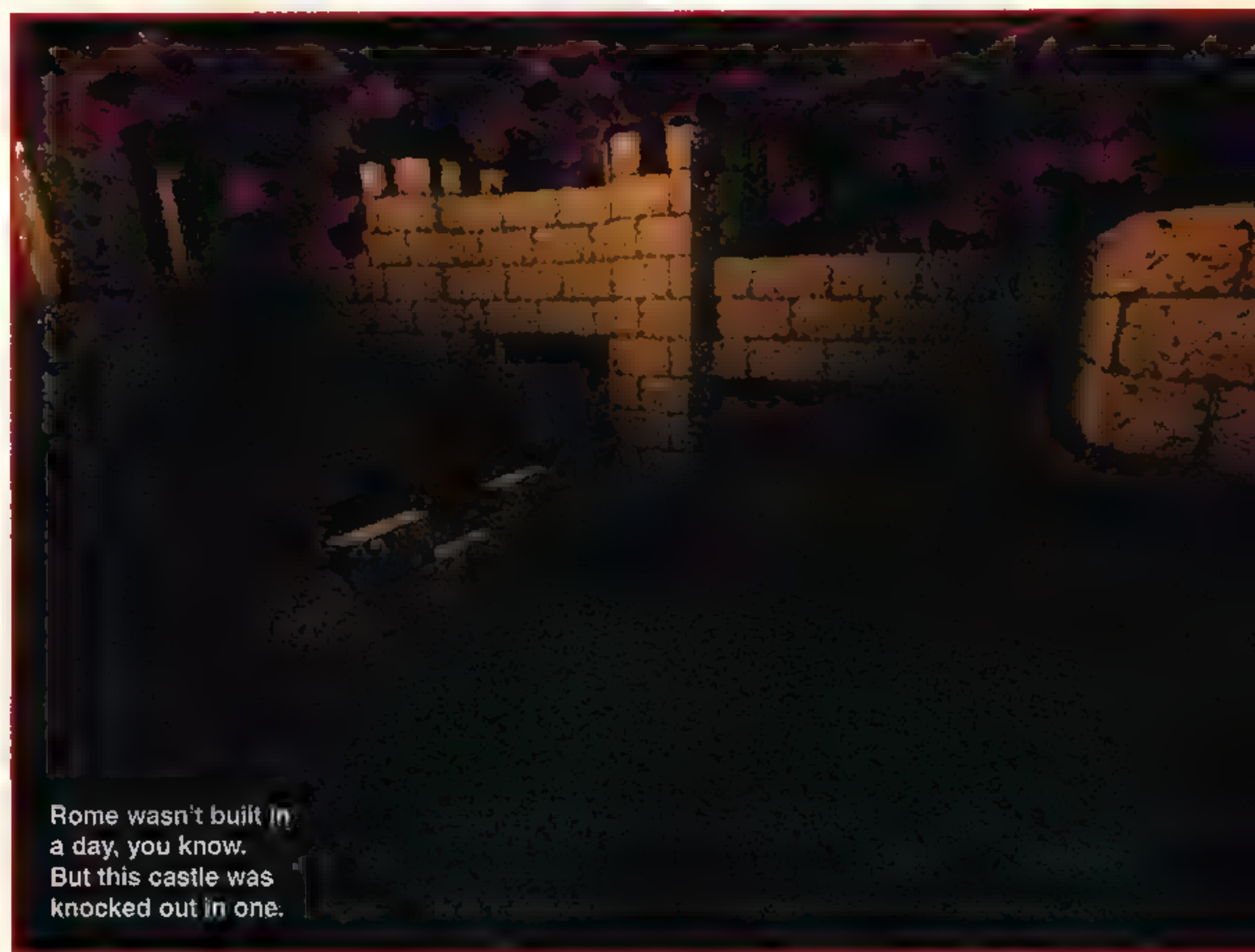
Put your guys out however you want with the editor. We suggest baby doll dresses.

● SPOTLIGHTS

These are normal lights with a "target" entity "info_null". The light is shown as normal and where you want it to shine, you place an "info_null" entity with a corresponding "targetname". As demonstrated in this level, you can give a spotlight to any characteristics as you can a normal light. (Who will be the first to make a night club in *Quake*, then?)



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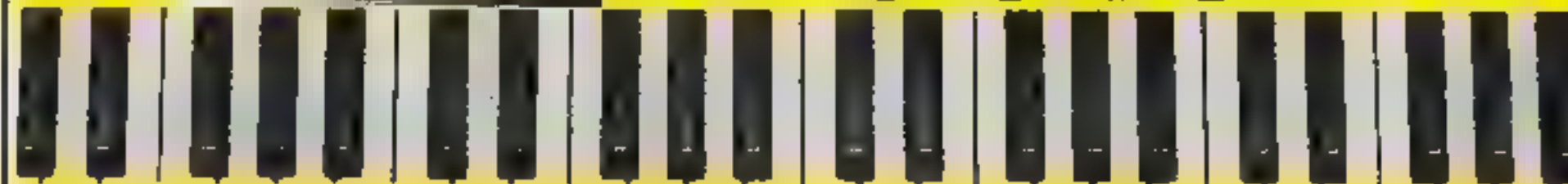
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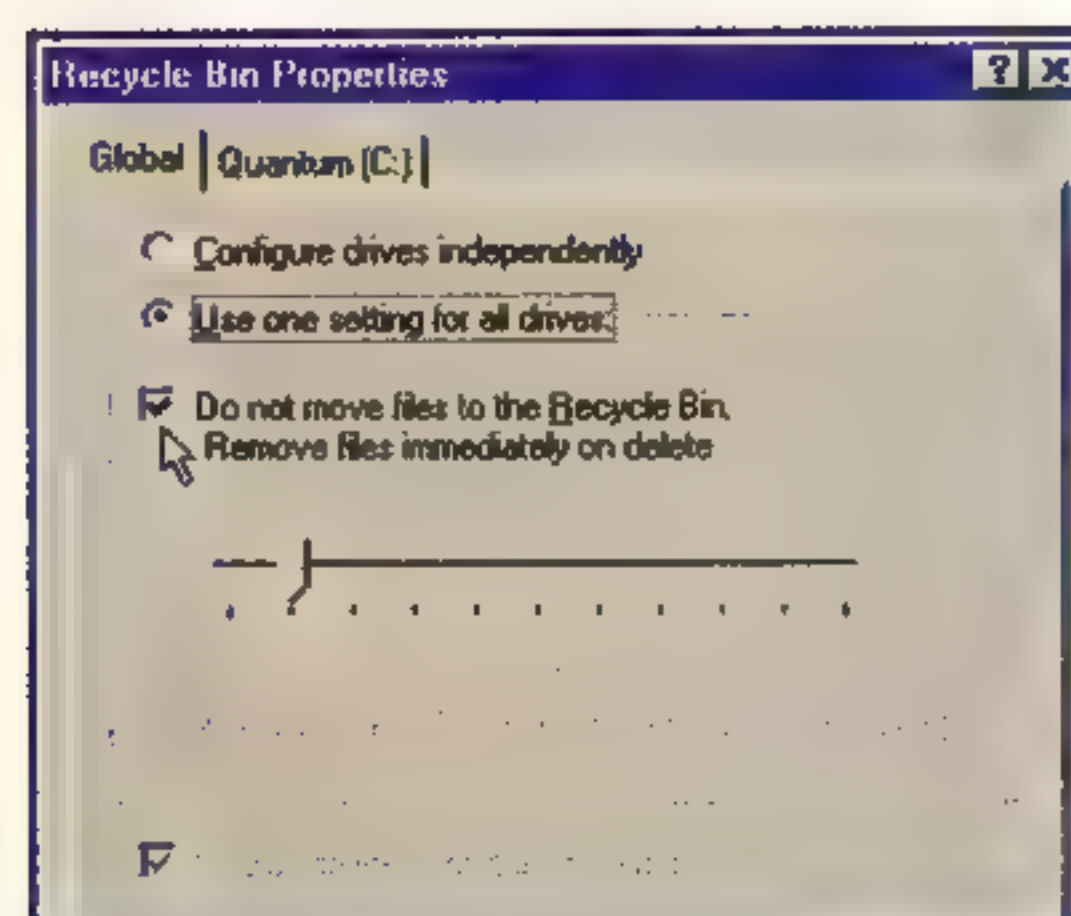
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WINDOWS

GHOST IN THE MACHINE



To stop your Recycle Bin hoarding deleted files, use its properties panel to tell it to remove files immediately.

Q I have a one-year-old P133 with 16Mb EDO RAM. I installed Windows 95 and that's when something strange happened. A file keeps turning up in my root directory called 'Satt'. I keep deleting it, but the next time I turn on the machine it's back. I use the Recycle Bin, but if I open it I find several copies of the file. I've tried to configure the Recycle Bin so that it doesn't store the files and deletes them, but the file keeps returning. The file's size is zero bytes, so it shouldn't even exist, should it?

A This is undoubtedly a strange problem, but there are a number of things you could try having a look at in your system. Firstly, a quick note about file sizes. It is possible for a file to have a size of zero bytes which means the file is in the directory listing, but has nothing in it. This is not the same as the file not existing. As far as the Recycle Bin goes, it seems from your description that it is not deleting the files that you drag on to it. This is its default behaviour and is supposedly why it's called

the Recycle Bin (though it doesn't really recycle anything).

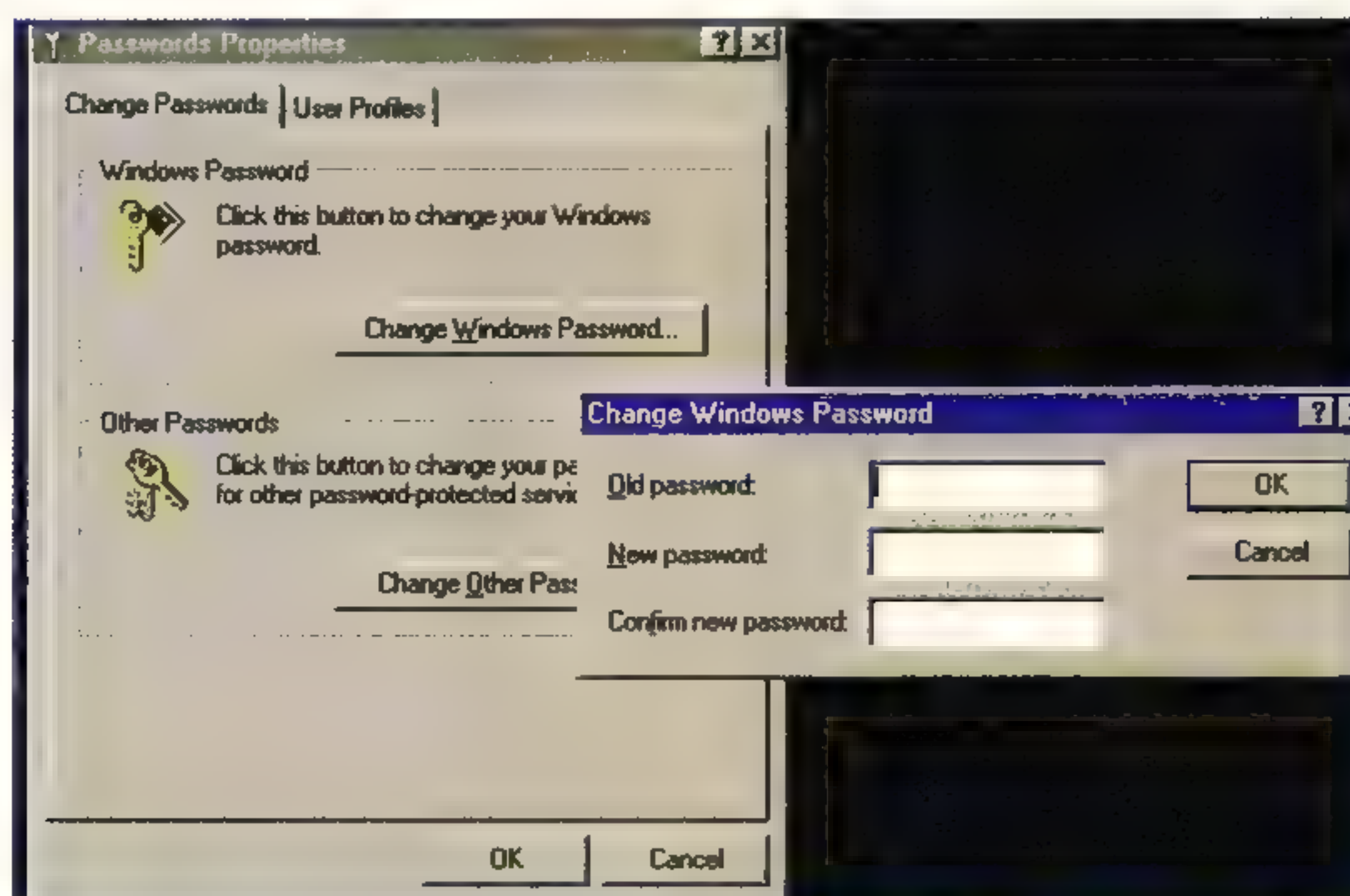
To really delete a file, select it hold down the [Shift] key on your keyboard, and then press the [Delete] key. Check that the subsequent dialog box asks if you want to delete the file rather than put it in the Recycle Bin. Alternatively, you can bypass the Recycle Bin and delete files using the DEL command from the MS-DOS prompt. Try checking the properties of the file you're trying to delete, making sure that it's not a read-only, hidden or system file.

If the file keeps reappearing, even if you delete it properly, it's obvious that something is recreating it each time your machine boots up. Check through all the programs in your Startup folder, and in your AUTOEXEC.BAT file – if you have one – to see if any of the automatically started programs is the culprit.

POINTLESS LOG ON

Q Why does Windows 95 always ask me to provide a username and a password when I start my machine? I'm the only one that's going to use it, so is there any way to get rid of the irritating log-on message?

A Firstly, go to the Network control panel and check the list labelled 'Primary Network Logon', making sure that it's set to 'Windows Logon'. This will stop Windows 95 trying to log you on to a network using your password. Windows 95 will also ask for a username and password, provided you supplied a password when you first used it. In this case, go to the Passwords control panel and make sure that the Password field is empty. This will ensure that Windows 95 doesn't bother you for a password again. ▶



Sick of having to type in a password? Use the Passwords control panel to make sure you don't have a password set for your Windows 95 system.

UNDER STARTER'S ORDERS

When starting up your Windows 95 system, you may well just sit back and enjoy the spectacle, fluffy clouds and all. However, you can take more control of your system when it's starting, which can be especially useful if you're having trouble getting Windows to come up correctly. When the message 'Starting Windows 95...' appears on your screen, get ready at your keyboard. If you press [F8] while the message is showing, the

boot process will be interrupted and the Windows 95 Start menu appears. This menu will also automatically pop up if Windows 95 is unable to start properly, or if it wasn't shut down correctly.

The most useful option is Safe Mode. This will start Windows without using your startup files, such as AUTOEXEC.BAT or CONFIG.SYS, and loads only a very basic set of drivers. Once Windows has loaded, you can start picking over your device

drivers and other configuration details, thus locating the source of your problems.

Another choice is called Command Prompt Only. Choosing this causes Windows to start up as normal, except instead of loading the graphical user interface, it stops at the Command Prompt. There's also a Safe Mode version of this option. If you want to start the Windows 95 shell, just type WIN at the Command Prompt, and up it will come. A great many

keyboard shortcuts are also available in the Start menu. If you press [F5] when the 'Starting Windows 95...' message appears, you'll launch straight into Safe Mode, while pressing [Shift]-[F5] will take you into the Safe Command Prompt Only. Finally, [F4] will load your previous version of MS-DOS, useful if you have such a thing.

WINDOWS
TIP OF THE
PC REVIEW
MONTH

READERS TIP

TAKING CONTROL IN THE START MENU

Microsoft don't let you go straight to a control panel from the Start menu, but you can. The Start menu is just part of your Windows system file hierarchy.

Make a new entry in the Start menu called 'Control Panel'. Simply use the Explorer to go to the Windows\Start Menu folder and create a new folder. Then open up the Control Panel and drag some of the icons over into the new folder, making sure that the dragged files have the small shortcut arrow in the bottom left corner, enabling you to make shortcuts to the real control panels. Go to the Start Menu and look in your new Control Panel option; you'll find that you can quickly jump to any control panel you wish, without the hassle of first opening up the Control Panel window.

Tom Malcolm
Derby



MAKE A NOTE

In this age of plug in and play hardware, it's often useful to make a note of the device settings for your peripherals. This includes things like your soundcard, network card and CD-ROM drive. For example, make a note of the IRQs used by your different add-ons, along with their I/O address and other details. You should also record the names and settings of DOS and Windows drivers that you have added. Should you need to reinstall parts of your system, or if things get corrupted, having a record of essential hardware configuration information will save you a lot of time.

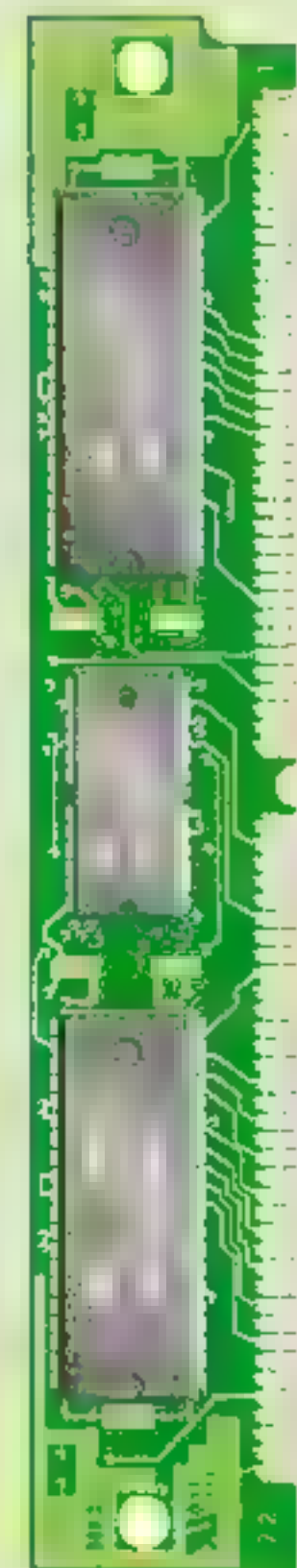
QUICK CD

A handy utility from Microsoft called Quick CD makes playing audio CDs in Windows 95 even easier than it already is. Quick CD is available as one of the PowerToys collection of programs, which you can download from Microsoft's Web site. Once you've installed Quick CD you'll see a new icon in the task bar's 'tray' at the right hand side of the screen. Using the icon you can change tracks and control the playing of audio CDs.

HARDWARE

MORE WAIT, LESS SPEED

Q Can you explain what 'wait states' are when concerned with memory in my PC? I have been told that adding memory in pairs of SIMMs can help speed up my system. Is this true?



A Wait states are a measure of the number of cycles the processor in your PC has to wait between consecutive accesses to the same SIMM.

The way memory works means it has to be constantly refreshed in order to preserve its contents. While this refreshing takes place, the processor cannot access the memory and consequently has to wait. The number of wait states necessary depends upon the speed of the processor and the speed of the memory. The technical specifications of your PC should be able to give you more details about your system's requirements.

Adding SIMMs in pairs will give you slightly better

On some systems you can get better memory performance by adding SIMMs in matched pairs rather than singly.

performance because each bank of memory in a pair can be used in an interleaved fashion, where the reading of sequential data alternates between the two. This eliminates the wait states caused by having to refresh the bank – while one bank is being accessed, the other can be refreshed. Interleaved memory relies on having an even number of memory banks, so having an odd number means that this technique can't be used to its full potential. Again, the documentation that came with your PC will advise on how best to arrange your memory.

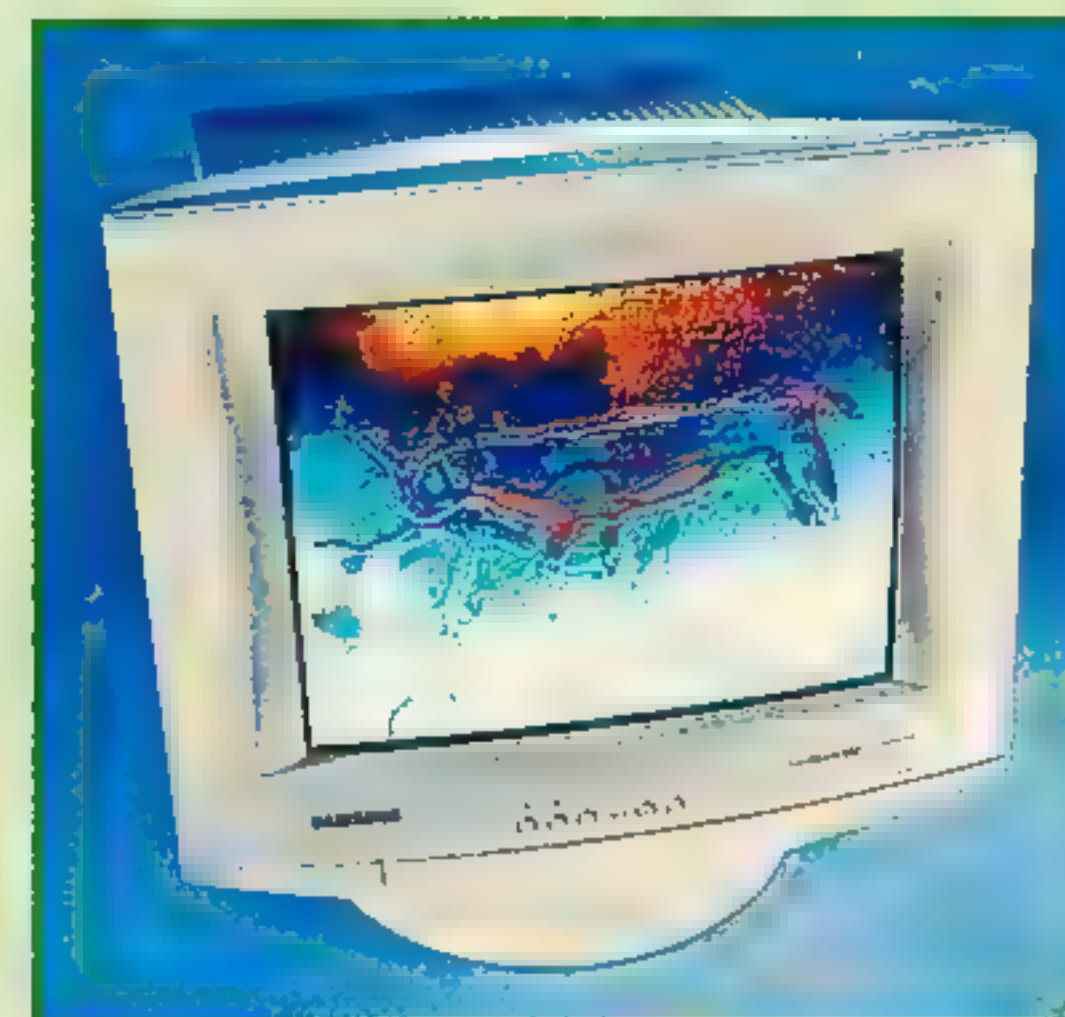
MONITOR MUSING

Q It seems that many PC systems these days come with 15-inch monitors, with 17-inch models available at extra cost. Are there any real benefits to having the extra two inches, or can I get by happily without them?

A The popularity of graphical user interfaces like Windows has led to an ever greater demand for higher screen resolution. This is the number of pixels that can be displayed on your monitor, and is most often measured in terms of the width and height of the screen in pixels. Using a higher resolution not only gives you more space on your on-screen Desktop, which helps reduce clutter, but it will also enable you to view text and graphics with greater detail and clarity.

The size of your monitor determines how high you can push the resolution before the pixels get too small and the monitor can't cope,

comfortably. In this context, comfort means how clear the image is on the screen and how often the display is refreshed. It is generally accepted that refresh rates of less than around 70Hz – that is, 70 times per second – will be tiring on your eyes. Having a physically larger monitor will mean that you can comfortably use higher resolutions without noticing a drop in refresh rate. The highest resolution you'd want to run a 15-inch monitor at, is 800 x 600, while a 17-inch monitor could easily cope with 1,024 x 768 pixels and higher. So the basic point is, if you can afford a larger monitor, and have the space to accommodate it, then it's worth getting one, especially if you intend to spend a lot of time using it.



The larger the monitor you use with your PC, the more comfortably you can use higher screen resolutions.

MIXED BAG

PICKING AN ISP

Q I'm keen to get on to the Internet and get e-mail and World Wide Web access. I think I'm pretty clued up on modems and the like, but how should I go about choosing an Internet Service Provider? There seem to be more and more of them springing up all over the place these days. Are they all basically the same, and are there any particular criteria I can use to compare one to another?

A There are a number of things you can look out for when comparing ISPs. The most obvious one is how much each will charge you.

Some charge a flat monthly rate, meaning that the only other expense is your own phone bill. Others currently charge for the amount of time you are connected to them, but the general trend does seem to be moving away from this kind of scheme.

The next thing to check is what kind of dial-up access is provided. You should make sure that there is a Point of Presence (PoP) in your local call area. Some ISPs now offer a single number which gives you a local rate from anywhere in the country. Clearly this will be convenient if you are using a laptop PC and will be travelling around a lot. Additionally, find out what the highest modem speed your local PoP supports. The fastest modems around at the

moment can run at 33,600bps, but 56,000bps data rates aren't far off.

Another area where providers differ is in the software that they provide. Some give you a complete customised package, while others charge extra. Finally, if you want to get technical, find out how good the ISP's links are with other parts of the world. Bandwidth available to the US is often an important factor, since many routes to Web sites will first head over the Atlantic.



When choosing an ISP, make sure that you will be able to use your modem's highest possible data transfer rate.



Go to www.news.com and you'll find regularly updated computing news.

READ ALL ABOUT IT

Q I know that one of the great things about the Net is how it's possible to update it constantly so that it always has the very latest information. Now that I have connected up from home, can you suggest some sites where I can get the latest on what's going on in the computing world?

A There are far too many tech news sites out there on the Net to mention them all here, but one of the best places to start has to be www.news.com. This is a site dedicated to news about the Internet and computing in general, though you'll have to expect it to have a U.S. slant. News.com also features links off to other news sites around the Net. Often you'll find that the major computing magazines will have Web

GETTING READY FOR HARD DISK DISASTER

It's just the sort of thing you always think won't happen to you, but when your hard disk starts to develop problems you'll wish you had been better prepared. One of the most important things you should always have close at hand is an emergency boot disk. If your PC becomes incapable of starting up from its internal hard disk, you'll be able to use this boot disk to get yourself to recovery. Windows 95 makes it easy to prepare for just this eventuality. In the Control Panel, select the Add/Remove Programs icon. Strangely, enough, you can make a boot disk for your system from this panel, by clicking on the tab labelled "Startup Disk". Follow the instructions, and you'll soon be able to start up

your PC and run some of the Microsoft disk utilities if disaster strikes.

You may consider investing in some additional diagnostic and repair tools. One stalwart package that has been around for many years is *Norton Utilities*, now in version 8.0. If your hard disk dies, you may well be grateful for having a bootable floppy with *Norton Disk Doctor* on it. Microsoft's own disk checking program, called *ScanDisk*, is included with Windows. One suggestion to catch potential disk problems early on is to run *ScanDisk* automatically every time you boot your system. You can do this in Windows 95 by adding it to your Startup folder.

HARDWARE
TIP OF THE
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READERS TIP

MOUSE MAINTENANCE

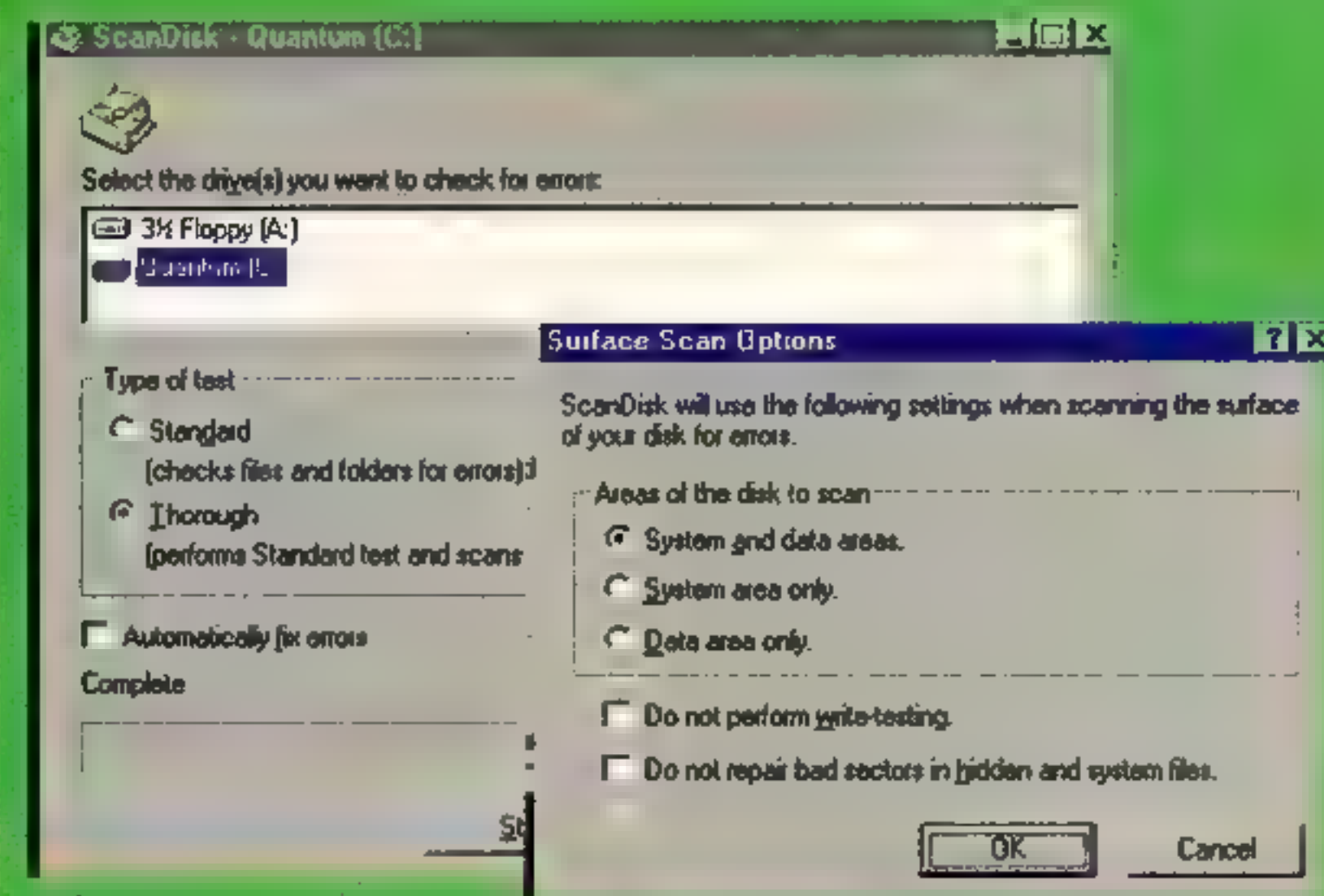
The mouse – something you use all the time – is one of the most important parts of your PC. It's a vulnerable bit of hardware because the action of rolling its ball around drags dirt and debris up inside the mechanism. The two small rollers inside the mouse which detect your movements tend to quickly get covered in a strip of gunk where they come into contact with the ball. Quickly a thick, crusty layer builds up on the rollers, leading to erratic pointer behaviour and the loss of your mouse's smooth rolling action.

To cure this, open up the bottom of your mouse, remove the ball and using a small screwdriver (or similar instrument), scrape away at the rollers to remove the strip of dirt. You'll find that there's at least one other roller inside which helps keeping the ball moving and you should clean this as well. You may find that the pads on the underside of your mouse build up a coating of muck too, but when scraping these clean, don't scratch them. These simple tips will help you keep your mouse gliding along nicely.

Ryan Polly, Maidenhead

CLOSE WINDOWS QUICKLY

Browsing your way through your hard disk in Windows 95, you probably find that your desktop soon gets cluttered with many windows. An easy way to quickly tidy up the mess you've made is to hold down the [Shift] key while clicking the Close box in the top right corner of a window. This will close not only the window itself, but also all its parent directory windows.



Running Microsoft's *ScanDisk* disk checking program regularly could help you to avert major hard disk catastrophes.

sites which are updated with the latest news. A good start would be to visit Future Publishing's site, at www.futurenet.co.uk. If you're after a comprehensive list, surf over to www.yahoo.com, and head into their News section. You'll be sure to find something that satisfies your desire for the latest information.

A PROXY SAVES TIME

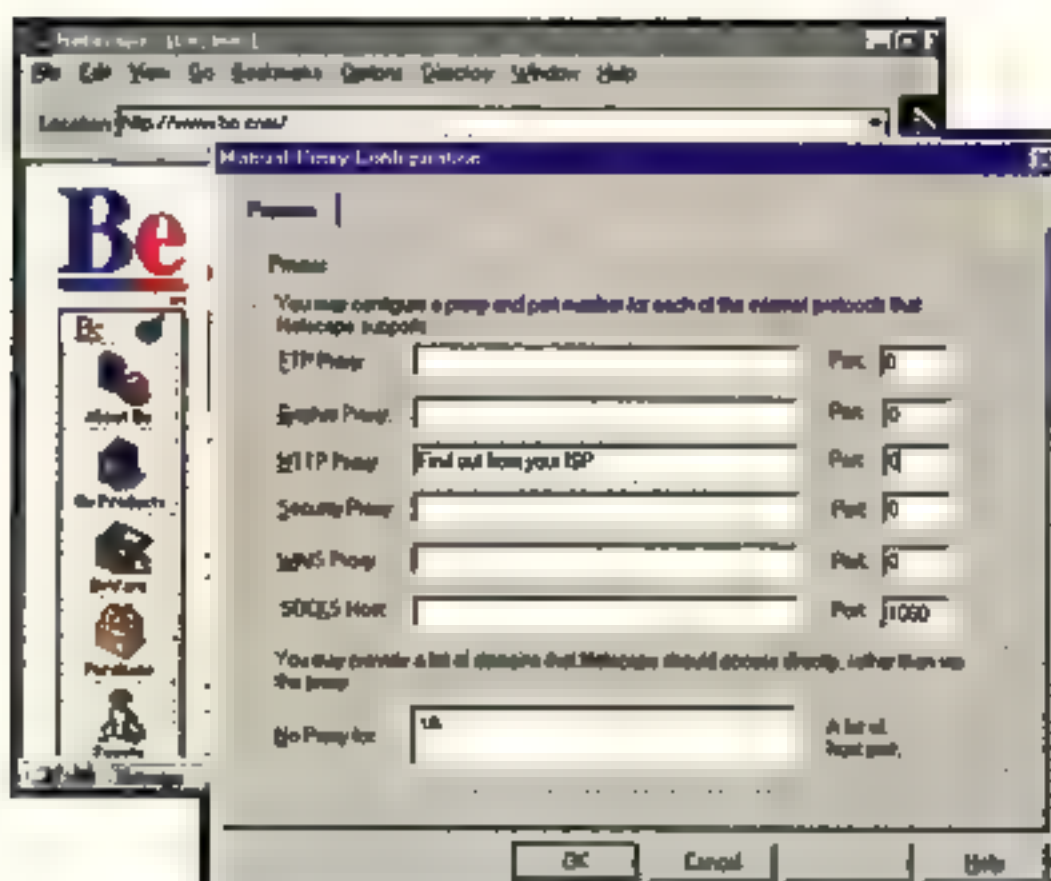
Q I've heard about using proxy servers to speed up access to the World Wide Web, but what exactly are they? More importantly, how do I arrange to use one?

A One of the big problems with the Internet as it is today is lack of bandwidth. This means that it can be difficult to get connections to sites which are located in the far corners of the network, especially when many other users

are trying to do the same. One solution is to store visited pages on a nearby server, so that after a particular site has been visited by one person, subsequent users can quickly load the copy stored nearby, rather than fetching it all over again. The effect you get is similar to the way *Netscape* will store the pages you have visited in a local cache on your hard disk. The main difference is that a proxy servers' cache is shared between many people.

As far as using a proxy server yourself goes, this is largely down to your Internet Service Provider. The proxy server you use

should ideally be very close to the machine that you dial into, indeed preferably on your ISP's local network. You should be able to find out if your ISP provides a Web proxy server, and it's address and port number by giving them a call. Once you've got hold of this information, go into *Netscape*'s Network Preferences section, and click on the Proxies tab. Choose to configure proxies manually, and enter the address of your nearest Web proxy in the box labelled HTTP Proxy. Having done this, you'll find that your access speeds to popular sites on the Net will be much improved.



An HTTP Proxy will speed up your access to Web sites, so check with your ISP for the best one for you to use.

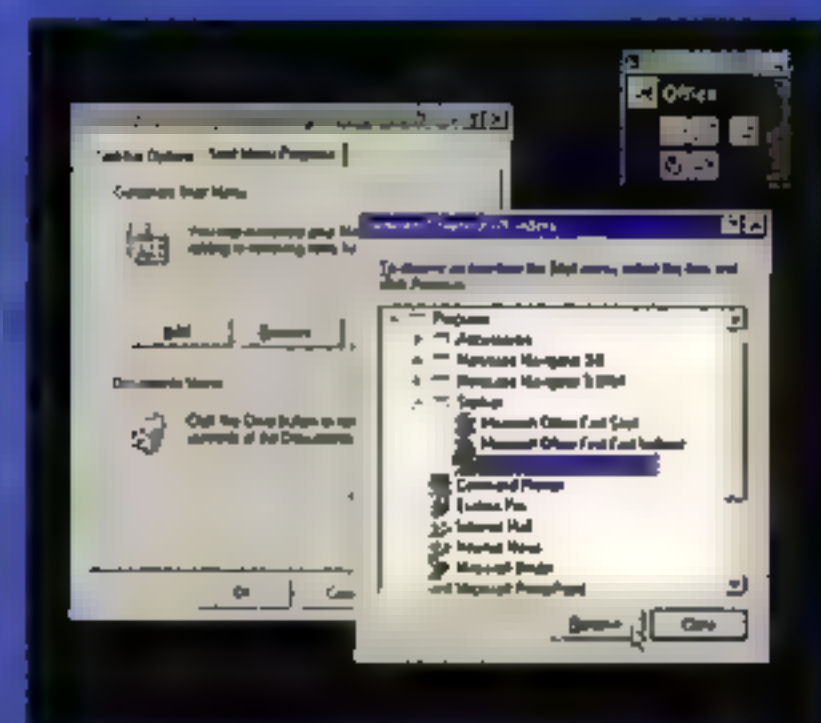
READERS TIP

GETTING RID OF OFFICE SHORTCUTS

Microsoft Office may possibly be a great suite of programs that you don't mind having on your PC but the Office shortcut button bar is just slightly too intrusive for my taste. After all, what's the point of having the wondrous Start button if *Office* installs its own Task-Bar-equivalent down the side of your screen? Anyway, I quickly set about finding how to stop the shortcut bar appearing every time I booted Windows, and it's surprisingly easy.

All you need to do is dive into the Start menu's Settings section and select the Task Bar option. Then click the Start Menu Programs tab, and then the Remove button. You'll be shown a tree display of your current Start Menu. Open up the Startup branch, and there you will find a shortcut to the *Microsoft Office Shortcut Bar* as installed by the *Microsoft Office* setup program. Remove it and the shortcut bar will no longer make an unwelcome appearance at the start of every session. It's probably worth leaving the Fast Start and Find Fast Indexer items, because they may actually be useful.

Sarah Washington, London



If you don't want the *Microsoft Office Shortcut Bar* cluttering up your screen, remove it from your Startup folder.

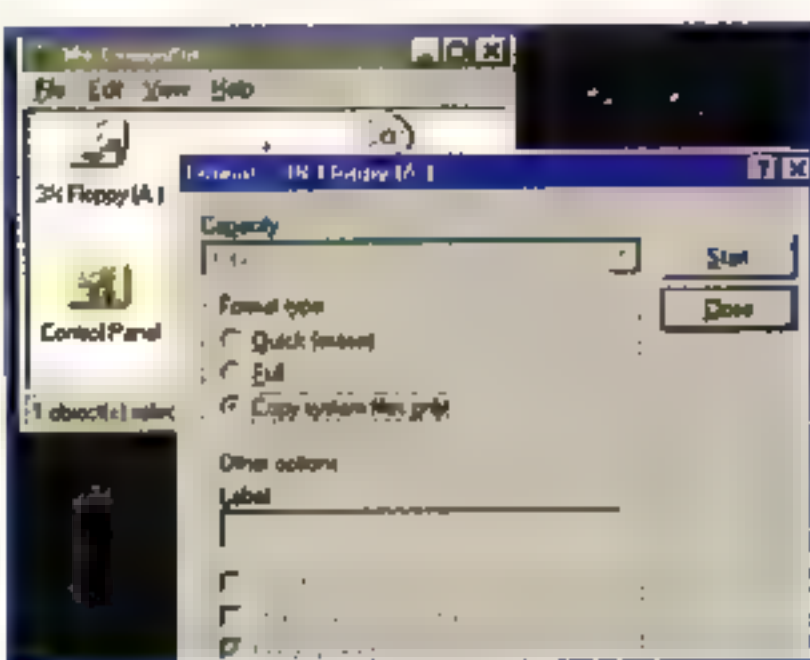
LEGACY CRASH PREVENTION

If you find some applications you run under Windows 3.x crash rather more frequently than you would like, this tip may be able to help you.

Using a simple text editor such as Notepad, try adding a line to your SYSTEM.INI file, which you can find in your WINDOWS directory. The line to add goes in the [386Enh] section, and reads: MaxBPs=768. This encourages Windows to run applications in situations when it, perhaps incorrectly, thought that it had run out of resources.

DOS

BOOTING WITH EMS



To make a basic Windows 95 boot disk, use the Copy System Files Only option that you'll find in the Format command.

I've problems running some games (Sam & Max and Indiana Jones and the Fate of Atlantis). To run these games I need to have EMS memory. Now here's the deal: I have a Pentium 100 with 8Mb and I have nothing installed on my hard disk (no DPS, no Windows 3.11) apart from Windows 95. I want to make a boot disk to run with as much EMS memory as possible. I tried your Bootmaker program but it doesn't work. I hope you know how to make a boot disk which will give me EMS memory!

To use expanded memory in DOS you need to load an expanded memory manager, such as EMM386.EXE. This will enable

your extended memory to be accessed as if it were expanded memory (these two are different) and is needed by some DOS programs. Making a basic boot disk is very simple – format an already formatted floppy disk with the 'Copy System Files Only' option selected, giving you a basic Windows 95 boot disk. Copy HIMEM.SYS and EMM386.EXE (you should find them in your Windows directory on your hard disk) on the root directory of the floppy disk. Create a CONFIG.SYS file in the root directory of the boot disk which starts with the following lines:

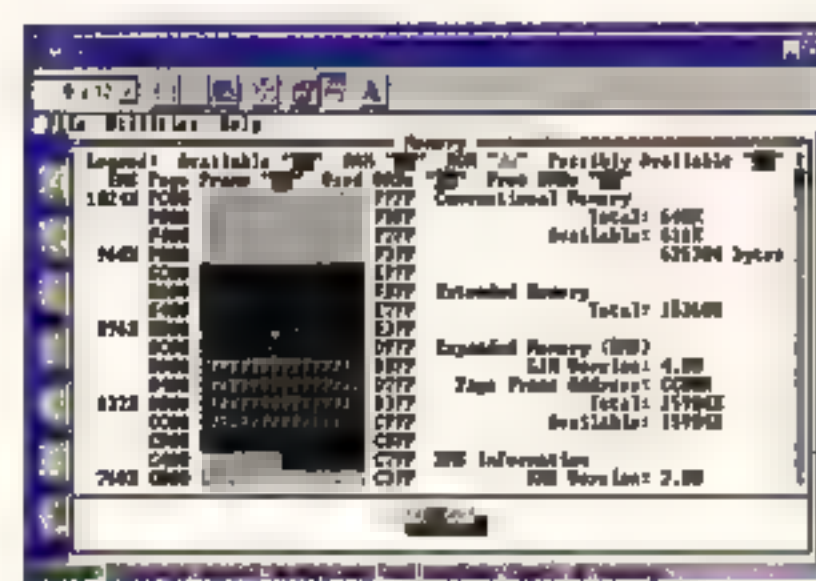
```
DEVICE=A:\HIMEM.SYS
DEVICE=A:\EMM386.EXE RAM
```

These two lines will start EMM386 and give you access to expanded memory (in order to use it you must first load HIMEM.SYS). You may find that you have to add an AUTOEXEC.BAT file, plus further lines in the CONFIG.SYS file to load drivers for your soundcard or CD-ROM, as appropriate. You should refer to the documentation for your system, using the installation disks that came with each peripheral that you want to make available when booting with your boot disk.

GETTING THE LOW DOWN

I find that Microsoft's System Information program which works in Windows is handy for getting a summary of the state of my system. It would be nice to have a similar program for DOS – is there such a thing?

You'll be pleased to know that Microsoft makes a DOS program which does exactly what you require. Called MSD, it should be in your DOS or Windows system directories, depending on the versions of these that you are using. When running MSD, you'll see a screen showing an overview of your system. By selecting a particular area of interest, you can delve further into your PC's configuration. The Memory section is a useful feature that enables you to browse through your system's memory, showing exactly what it is being used for.



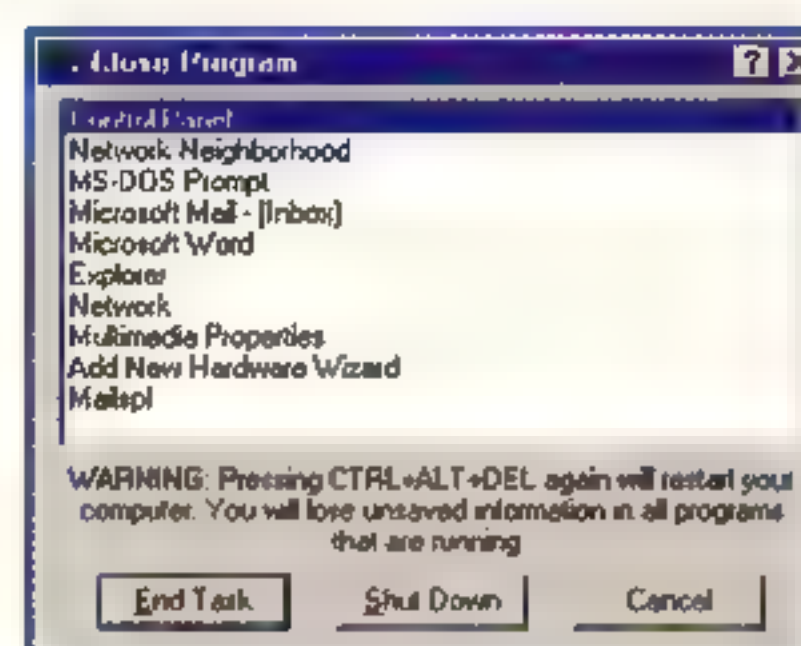
Microsoft's MSD program gives a detailed display of the state of your system when running MS-DOS.

ERROR ARENA

Occasionally, you may come across a Windows 95 application that appears to freeze up and stop responding to your input. One possible solution is to press the [Control], [Alt] and [Delete] keys at the same time which brings up the Close Program dialog box that lists all the running programs in your system. Programs that have frozen will have

"not responding" following their name in the list. Select the program that is causing trouble and then click the End Task button. This should get rid of the failed program leaving the rest of your system intact.

The Close Program dialog box is summoned by pressing Ctrl+Alt-Del in Windows 95.



READERS TIP

UNWANTED COMMENTS

When you start up into DOS using the (F8) key and selecting the drivers for the mouse and the CD-ROM drive (if any) are REMmed out. Rather than delete these every time you start up into DOS and then run AUTOEXEC.BAT, just make the following changes to your AUTOEXEC.BAT file. The original file will be something like this:

```
REM = Iv Windows Setup
C:\WINDOWS\
COMMANDS\SCDEX /T
MTMIDE01
SET
LMOUSE=3DC\MOUSE
REM = Iv Windows Setup
C:\MOUSE\MOUSE
```

Remove the REM = Iv Windows Setup from those lines, so that the file has these lines in it instead:

```
C:\WINDOWS\
COMMANDS\SCDEX
/D:MTMIDE01
SET
LMOUSE=3DC\MOUSE
C:\MOUSE\MOUSE
```

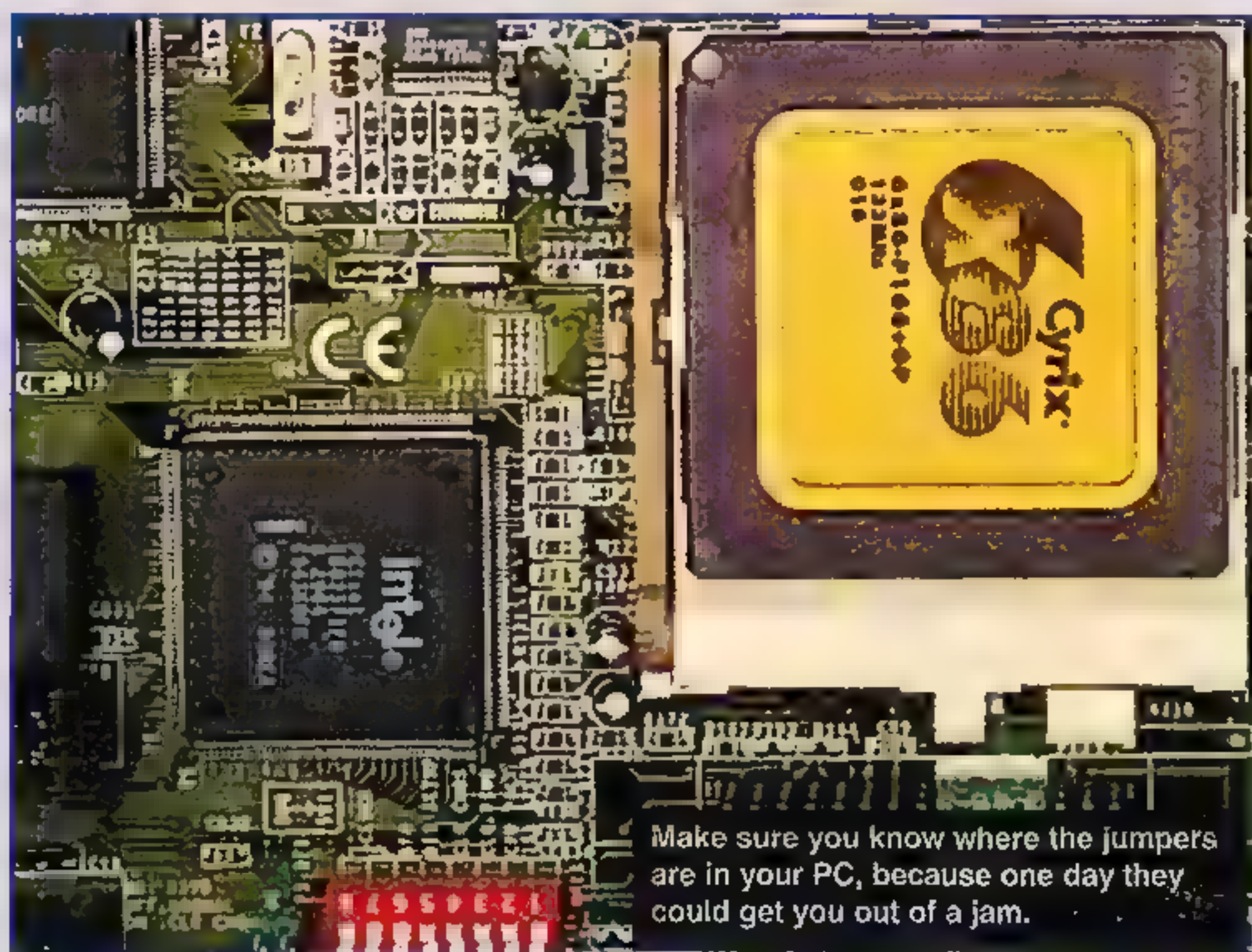
You can also delete that part of any other line to make sure that driver loads in DOS. Guy Persky, Kenton



BIOS BACK DOOR

Most PC systems enable you to set a password, preventing the machine from booting until the password is entered. This is generally done using the BIOS setup menu, which is summoned by pressing a BIOS-dependent key just after turning on your machine or resetting it. This feature is useful if you want to protect your PC from the prying eyes of undesirables but be careful – forgetting your system's BIOS password can be a nightmare.

However, in addition to providing a password facility, your system will also have a method of getting around it. Look in your user manual, usually in the section concerning jumper settings on your motherboard, and find a jumper to disable or erase your BIOS password. In the event of forgetting the password, you will have to open up your PC and alter the setting of this jumper. You'll then be able to boot up the system and set a new password (assuming you're still keen on using one!).



Make sure you know where the jumpers are in your PC, because one day they could get you out of a jam.

CD REVIEW



Number nine. Number nine. Number nine. If we kept on repeating this chant from the Lennon-McCartney classic *Revolution Nine* it'd get right up your nose, wouldn't it? We're not going to do that. Instead, this month's *CD Review* brings you an entirely different sort of number nine.

The 9 we're talking is nowhere near as tedious as that old Beatles song, but it's probably just as odd. 9, you see, is the upcoming point and click adventure game, produced by Robert De Niro's Tribeca Interactive, a major new player on the gaming scene.

Playing this demo, which is brought to you exclusively by *CD Review*, you'll find yourself in a strange hotel called the Last Resort. Built by your late uncle, Thurston Last, this is where writers, artists and other creative types used to come in order to

rejuvenate their flagging talents. Since your uncle's death, however, the Last Resort has lost its five-star rating. In fact, it's in a state of total disrepair and its strange inhabitants are running amok.

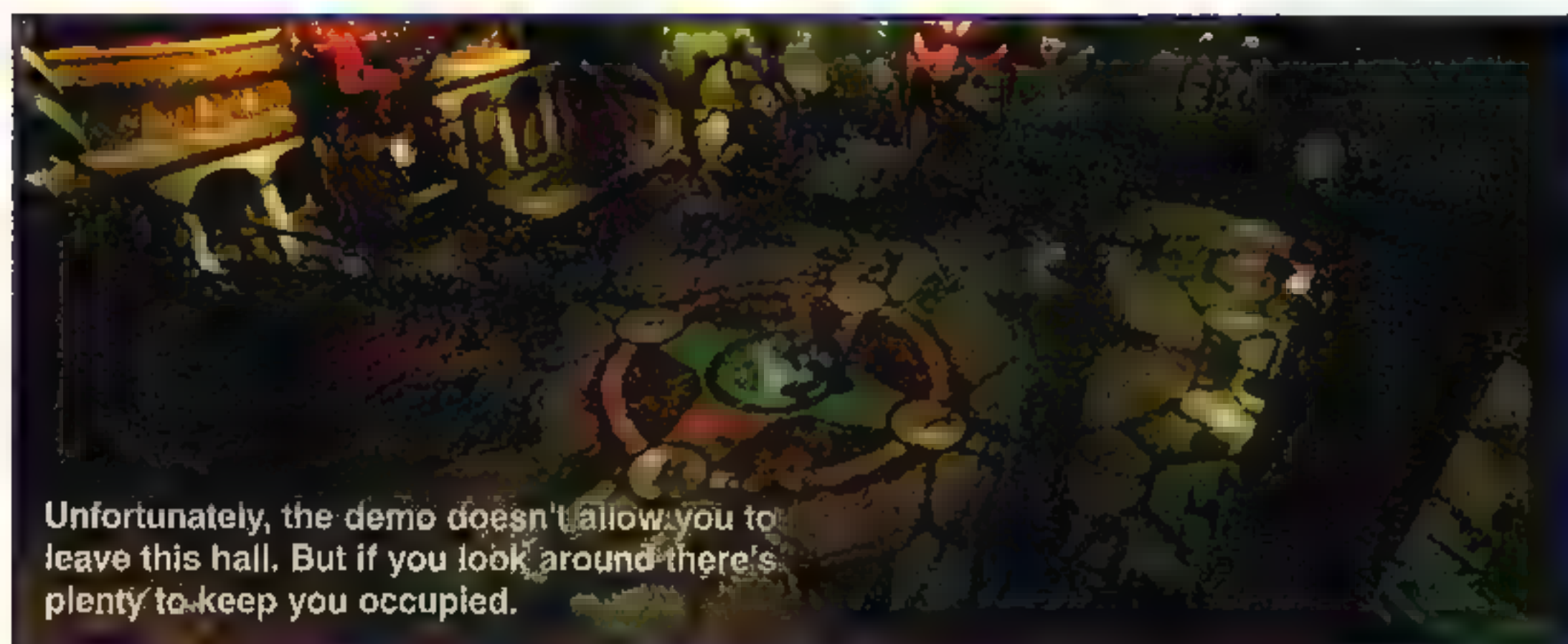
As you'll see when you play the demo, the locations in the game are extremely detailed and full of oddly crafted diversions. Check out the huge monkey organ, the strange undulating slug and the masked guardians at the exits. Now, you won't be able to escape the first hall, but there are a few rather difficult puzzles in here begging for you to solve them. Mainly, you've got to get that boiler working, and after that have a go at playing the monkey organ. If those aren't hard enough, on one of the balconies

you'll find a rather difficult musical test. Listen carefully.

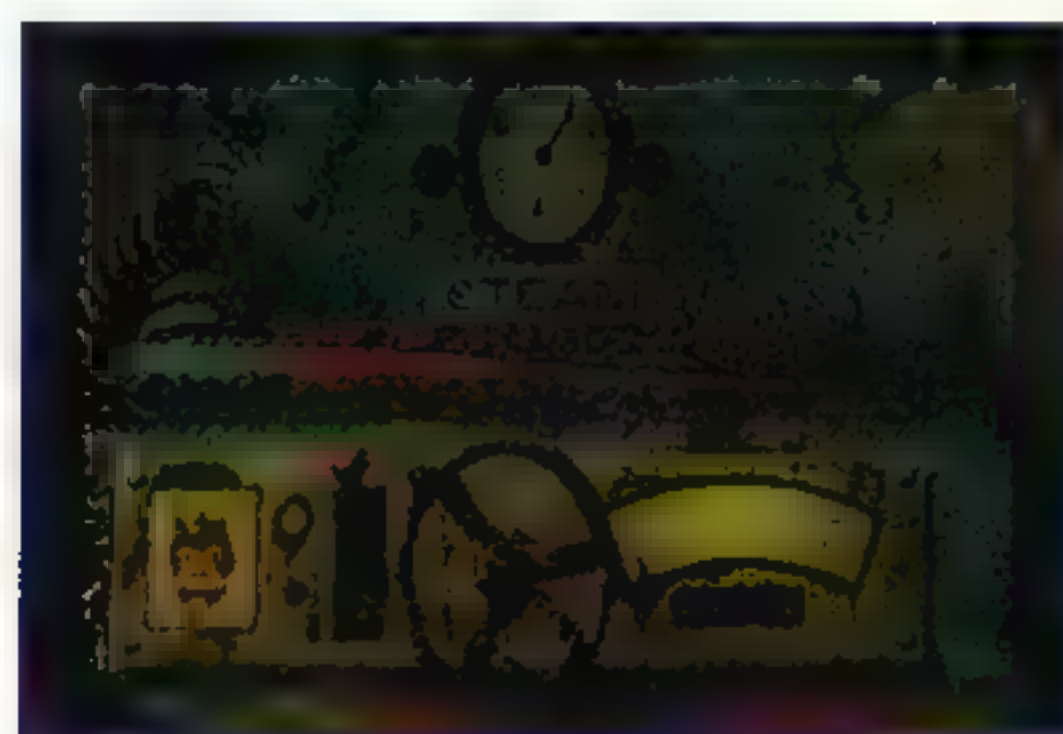
Oh, and then there's Salty. Not long after arriving you'll meet Salty, the trustworthy caretaker of the Last Resort. With a voice provided by top film funnyman James Belushi, this is your first brush with the stars in 9. The full game features Cher, Christopher Reeve and members of Aerosmith. In short, it rocks.

The point and click controls are so simple you'll kick your cat.

Click in the direction you want to go to move. Whenever the cursor turns into a '9' there's either a puzzle to solve or an object to look at. And if you figure out exactly what that slug thing is meant to be all about, please let us know. Cheers.



Unfortunately, the demo doesn't allow you to leave this hall. But if you look around there's plenty to keep you occupied.



Make this boiler work. It's a puzzle and we're not going to help you with it. Just make it work, alright.

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From: GT Interactive • 0171 258 3791 Minimum system: 486/66, 8MB RAM, SVGA, double speed CD drive.

Getting started

Winter is here. The roads are covered in ice. Windows are coated in condensation and the ice flows are sweeping across the Antarctic – yes, we've gone for a bolder theme with our new *CD Review*. We skipped autumn and went straight to an icy winter scenario.

Featuring two separate menus for Windows and DOS, it aims to be all things to all PC users. Before you run our menu, it's a good idea to quit from any other programs that are already running. Here's how to get the menu you want up and running:

Windows users

If you're using Windows 95 then pop the CD in the drive, wait a few seconds and the Windows 95 menu autoruns. This feature is



It's freezing! Thank the heavens for our Winter menu.

not supported on all machines, so if nothing happens click on Start, then select Run. Use the Browse option to locate the file *REVIEW.EXE*, and you're into the action.

If you're running Windows 3.1, click on File, then Run, then use the browse option to select the file *REVIEW.EXE*. Double click the file name to start the menu.

Our Windows menu is split into five sections, the contents of which are described in more detail on the following pages. To get to a section, click on its icon on the main screen and use the arrow keys to get to demos.

You'll notice that we've also included the Troubleshooters guide on the frontend. Should help you sort any problems out.

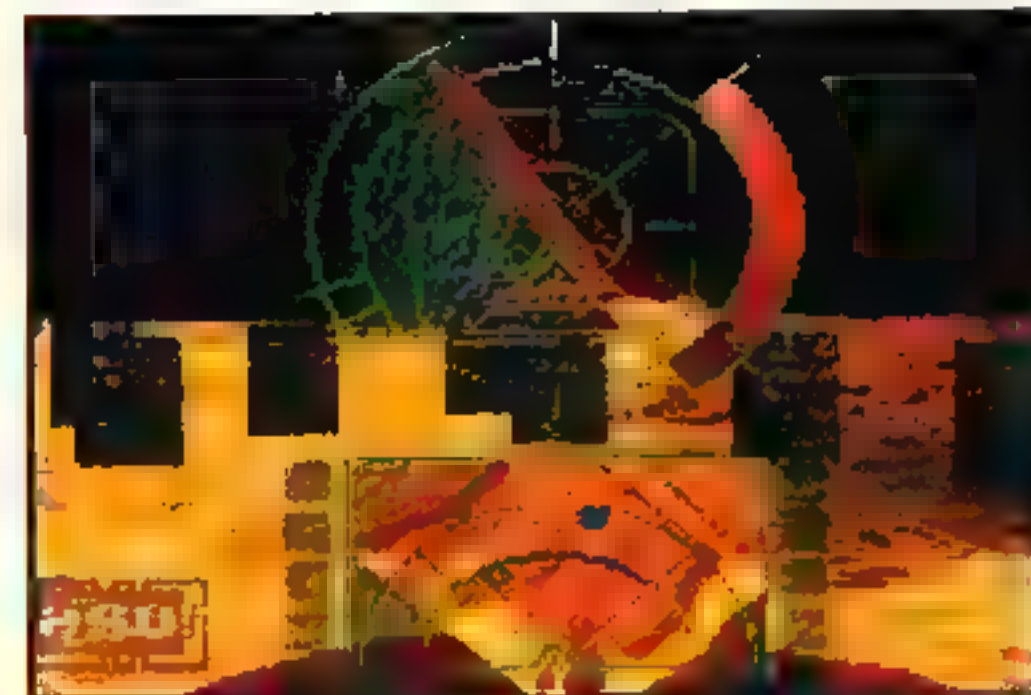
DOS Menu

Even in these enlightened times, many games require DOS to run, so you'll find most of this month's in our DOS menu. Type PCR or GO at the DOS prompt of your CD-ROM drive. Once the DOS menu is up and running use the arrow icons to scroll through our demo selection.

BLAM! Machinehead

Here's the exclusive, fully playable demo of *BLAM! Machinehead* from Core Design, the maker of *Tomb Raider*. It's the complete first level from the finished game. Take a look at our review on page 67 for our verdict on *BLAM! Machinehead*.

In its quest to redress a decade of sexual inequality, *BLAM!* is another Core game to star a female. This time she's a scientist named Kimberley Davies (of course, she's one well-endowed scantily-clad scientist, but hey, babes can be heroes, too...)



It's just drawing attention to itself, with that big green flashing light. Blow it up.

Playing Kimberley, you have to ride a huge bomb straight into the heart of the Machinehead – an enormous entity, part God, part machine. Bet no one ever mentioned that

in your school chemistry exams, eh?

BLAM! is set in the year 2020. In previous years, nano-technological robots built almost anything to order: human tissues, machines and copies of *PC Review*.

Unfortunately, one machine programmer, Callum Violdeer, decided to inject pre-created robots into his blood in an attempt to skip gym sessions. Once in his body, the tiny tools released new noxious cousins from every orifice. Within 48 hours, everything else on Earth was dead.

Everything except Kimberley, her perveted assistant Orville and a few other scientists hiding underground. To complete the demo, you must negotiate his spider guardians. Destroy the spider cocoons that block the electricity pylons. This re-activates the train hangar doors and releases the fuel carriage, apparently. You can now catch the train to Machinehead Central. If you buy the full game.



The ground undulates in a disorientating fashion, like joyriding over speed humps.



A machine head infestation eh? Better shoot a few barrels for starters then.

From: Core Design ☎ 0181 780 2222 Minimum system: 486/33, 8Mb RAM, 1Mb hard disk space.



Don't look too closely at the terrifying faces of the players in FIFA 97.



The ref pulls out the red card.



Going in aggressively.

FIFA 97

Here's a treat – a *FIFA 97* demo in which you can play England and your friend can play Germany. Although you're restricted to playing friendly matches in the demo, we trust you'll push the definition to the limit.

As you probably know, football is a game of two halves and the one who scores the most goals wins. You might hope to get a result, but be careful not you to lose, since that's not the result you were looking for. The lads will play their hearts out on the pitch, in stunning motion-captured SVGA, but if they can't get goals on the day then it doesn't count for anything.

You can only select to play a friendly in this demo. After some choice words from Desmond Lynham, the game proper begins. *FIFA 97* boasts some of the most comprehensive control instructions yet seen in a football game. Initially these are quite overwhelming, but if you persevere you'll find you can do anything you want with the ball, short of stuffing it up your shirt and pretending you're pregnant. Full controller instructions are supplied in the readme file in the *FIFA 97* directory.

Note that *FIFA 97* requires *DirectX 2.0* in order to run correctly. We have included *Direct X* on the disc, so you can install it straight from *CD Review*. You'll also need at least 16Mb RAM to run it under Windows 95.

Developer: Electronic Arts ☎ 01753 546465 Minimum system: 486DX2/66, 8Mb RAM

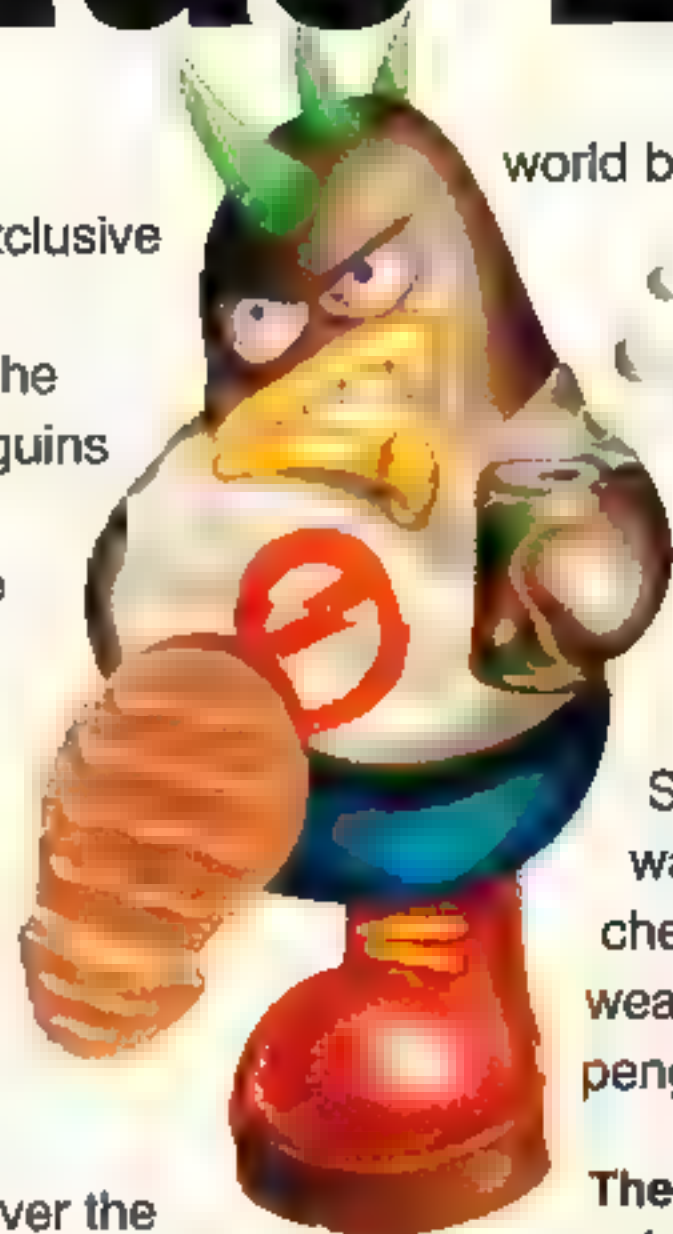
Mutant Penguins Christmas Edition

Not only is Gametek's puzzle game *Mutant Penguins* bizarre in its own right, but our exclusive playable demo was designed uniquely for you.

It's Christmas time. As so often happens in the Yuletide chaos, horrible aliens disguised as penguins with antlers have arrived to take over the world. Only you can stop them, which surprises no one more than yourself, since you're either a little jerkin-shaped alien or a bouncy ball with come-to-bed eyes. Select your hero



and go to war. The penguins look cute enough as they wander towards the Doom Scale – the big purple head. Unfortunately, they've realised they can't take over the



world by inspiring people to go "Aawwww", so they've built a machine that converts them into green beasts. These are bad penguins. They also walk towards the Doom Scale. You must ensure more good than bad penguins enter it.

You ensure this either by redirecting the penguins using the signs and the machines, or else by killing all the bad ones. See those blue gremlins scurrying across the wastes? Pick these up and drop them into chests or machines. Like this you can get weapons and fix the machines that redirect penguins. But hurry, that scale is tipping!

They may look like cheeky fish-rustlers, but they've actually got designs on your back garden.

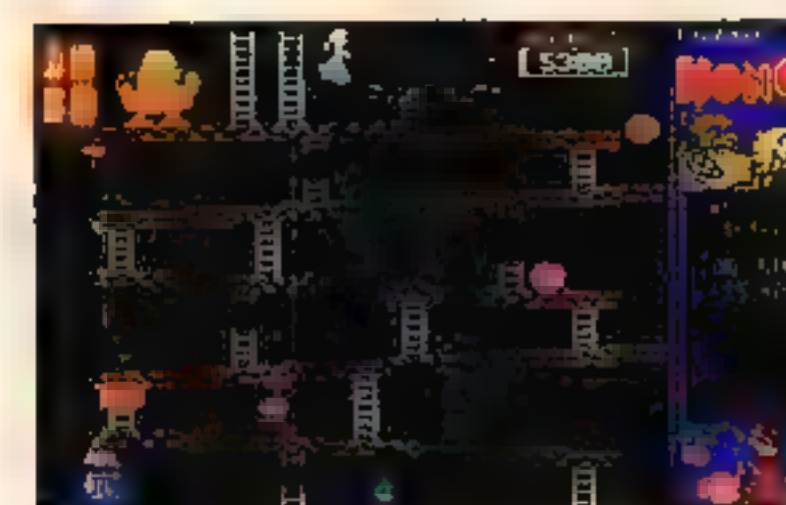
From: Gametek ☎ 01753 854444 Minimum system: 486DX2 66, 8Mb RAM, 1Mb hard disk space.



RETRO GAME OF THE MONTH Donkey Kong

With *Donkey Kong*, Nintendo introduced human drama to arcade games. One of the first platformers, it brought us the now famous Mario. Kong kidnaps Mario's lady love, so he grabs his hammer, Kong chucks barrels, and the rest is history.

Donkey Kong never came to the PC, but we reckon CHAMP Kong's the next best thing.



CHAMP Kong features not Mario, but a chap called Maxwell.

From: CHAMProgramming
Minimum System: 486/33, 550K, VGA, Soundblaster

Ultimate Soccer Manager 2

Presumably, the first *Ultimate Soccer Manager* wasn't ultimate enough, so Sierra On-Line has reworked and rereleased the game for the 1996/97 season, with several new features. The tactics options, for instance, have been beefed up, and for an added touch of realism it actually takes time for the workmen to build the stands at your ground.

This demo of the game enables you to pick a team and play a limited number of games. Unfortunately, sound isn't included in the demo and the tactics editor has been turned off. Nevertheless, you'll get an idea of how good it is. For our in-depth review, see page 46.



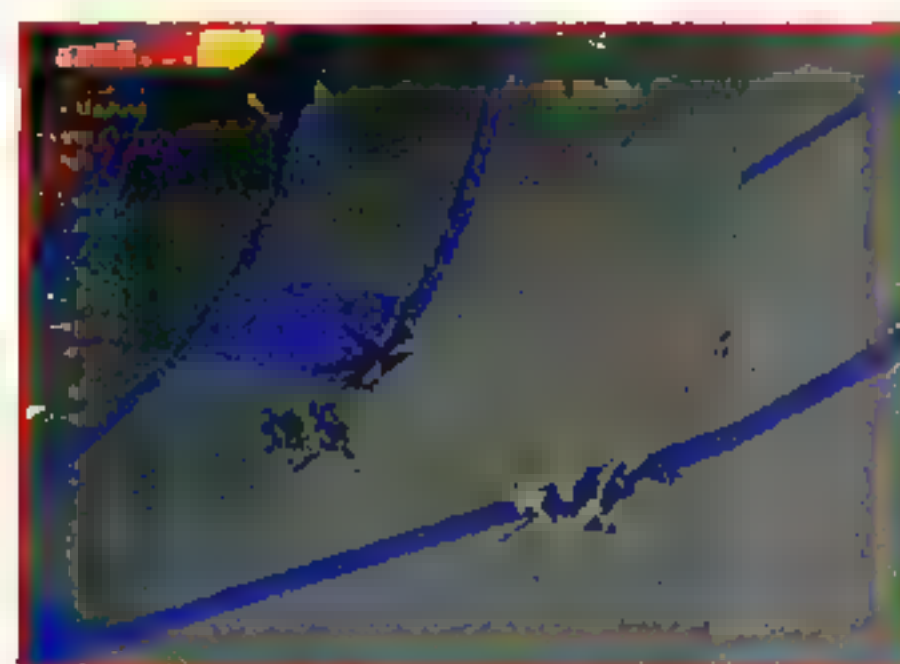
This man has put his faith in you. This is the world of footy management.

From: Sierra On-line 01734 303322
Minimum system: 486DX/33, 8Mb RAM, SVGA, 22Mb hard disk space, double speed CD drive

Hyperblade

Remember *Rollerball*, the film where James Caan plays a futuristic sports hero who becomes a sacrifice to his society's love of violent entertainment? You know, the one that's like American roller derby with motorbikes and weapons? Well, *Hyperblade* brings *Rollerball* to your PC by way of 3D graphics and plenty of bone-crushing action.

In the demo, you play the Los Angeles Shockwave (red), and your objective is to score more goals than the Seattle Fury (blue) during one five-minute period. To get the ball off another player, hit him hard, and to score, throw it into the opponents' net. There are stacks of obstacles in the arena. Hurdles can be jumped but the spinning blades are best avoided altogether. One good tactic is to tempt an opponent through the blades, then literally cut him up!



In the future, all sport takes place inside a giant barrage balloon.

From: Activision
☎ 0181 742 9400
Minimum system: P60, 16Mb RAM, 30Mb hard disk space, Windows 95

ToonStruck

Just as a displaced Roger Rabbit finds himself in the real world with Bob



'the gob' Hoskins, this game sees cartoonist Drew Blanc trapped in a world of his own creations. With this demo, you can go and meet the meat in the bodybuilding gym. Be sure to get the Arnie-inspired dog to give you a demonstration of his gymnastic abilities.

Take the right hand fork in the path, however, and you can play with the revolving doors at the Wacme Outlet and check out the clock. Can you make the hands read six o'clock? The controls are as simple as pointing and clicking. See page 61 for more.



Our man Drew Blanc contemplates his lack of muscle power.

From: Virgin Interactive
☎ 0171 268 2255
Minimum system: 486, 8Mb RAM, SVGA, double speed CD drive

Tomb Raider

You've probably already heard of this one, and its splendidly endowed but scantily clad main character, Lara Croft. This is the game *Ecstatica* wanted to be about two years ago.

This is your chance to explore the first level of *Tomb Raider*. Here's a little warning. Before entering the hall, press [Space] to draw the guns. Proceed, and beware of the dogs. When you've dispatched the Hell hounds to, er, Hell, have a look around. Note the how the smart-cam follows Lara around. Keep an eye out for more dogs. And the bats, of course.

Tomb Raider's first-person-perspective is unlike anything the PC's seen before. When you're done marvelling at it, find out exactly how good we thought it was over on page 35. And you can find out more about Lara Croft on page 7.



Thanks to the rendering software, Lara has shading in all the right places.

From: Core Design
☎ 0181 780 2222
Minimum system: 486DX2, 8Mb RAM, 10Mb hard disk space

How to... Give a digital xmas card Medi8or 3

Follow our step-by-step guide to create a multimedia greeting card.

Medi8or is a piece of brilliant software that enables you to combine sound, images, text and video into one interactive document. It makes multimedia authoring as easy as desktop publishing. You are supplied with plenty of options, such as button maker, transitions, text, object animation, video overlay and input objects. The commands for Events such as Page Turning and Start/Stop Action involve no programming and are achieved by drag and drop menus. When you have assembled the different elements of your presentation, Medi8or will check the document for faults. Then your finished work is compiled by Install Maker and saved as a runtime version on floppy-disks or CD-ROM. This can then be distributed, installed and played on any Windows 3.1 or 95 machine.

The only limit to this versatile tool is your imagination. You can make anything from brochures to interactive story books. Follow our tutorial to make an interactive Christmas card which will astonish your friends. To help you, we've supplied a choice of appropriate sound, animation and picture files.

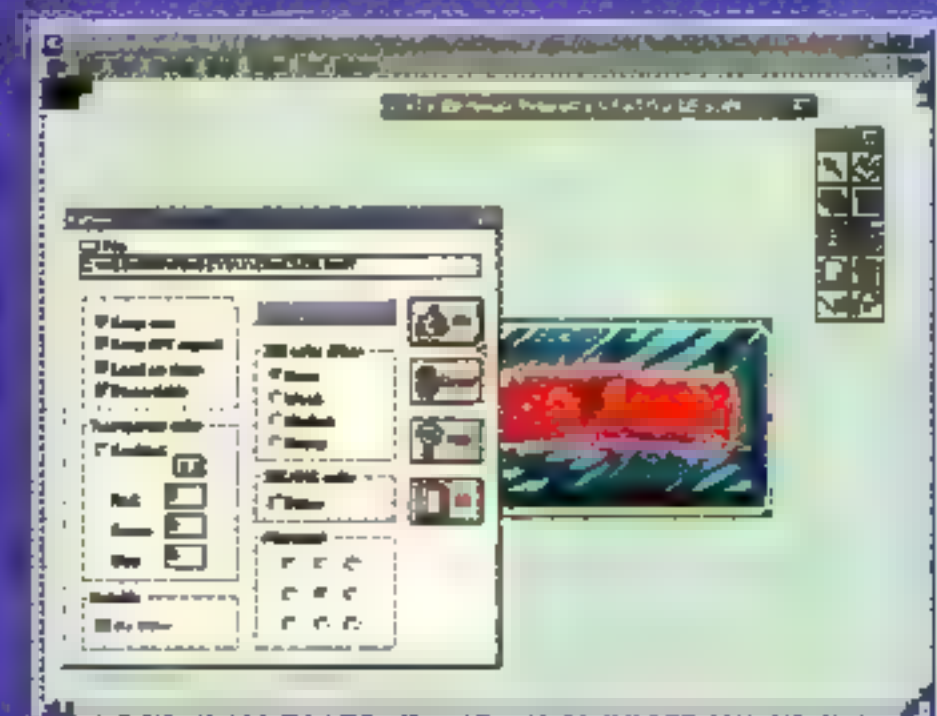
We take you right through to compiling your finished work with Install Maker onto a single floppy disk. The shareware version supplied on

CD Review has all the functions of the pro version but only enables you to make four interactive pages. Also, your finished work will time out after 30 days.

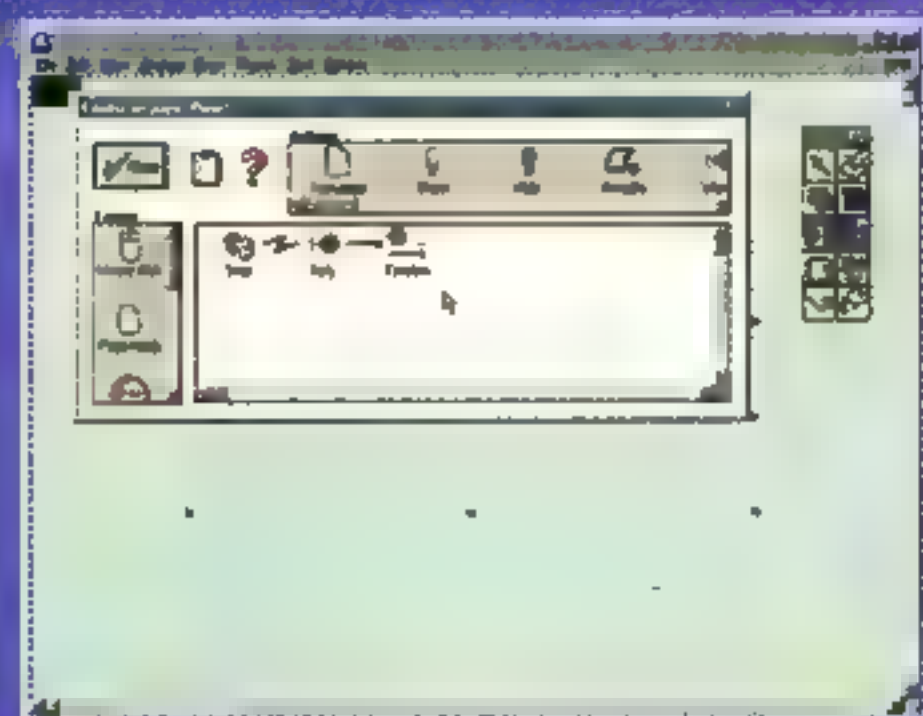
Firstly, make a directory called project and copy into it all the image, sound and video files on the disc. Run Medi8or and from Page Menu, open Select Page and click New Page, name it page2. You'll find page1 is already there. From Page Menu, select Page Colour - make page1 Blue and page2 white. Now return to page1.



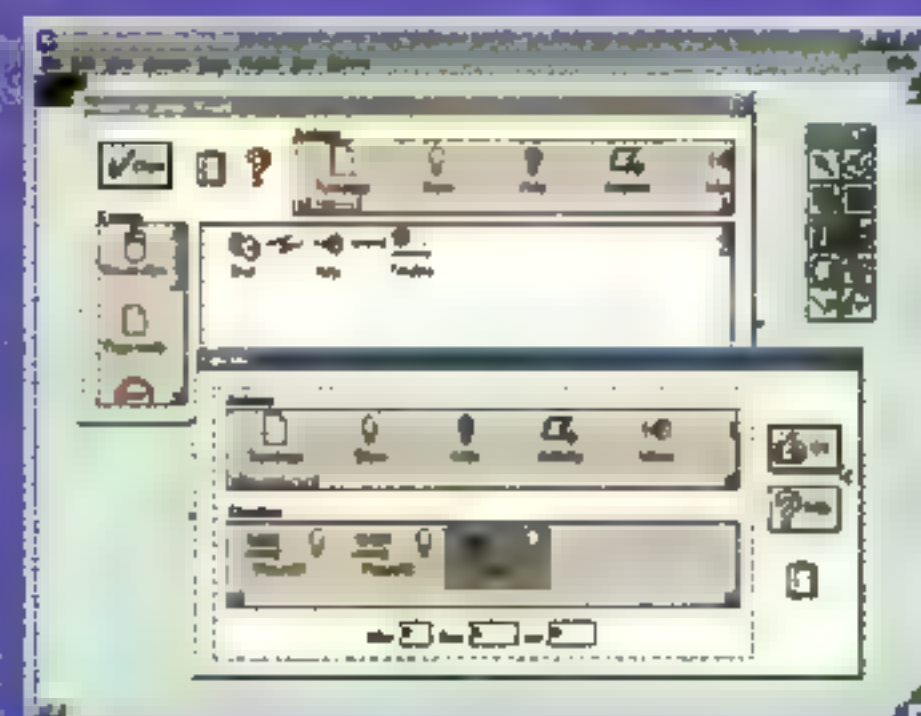
From: Matchword = 0181 940 9700 Minimum system: 386, Win3.1, 8Mb RAM



1 Click the Picture icon in Tool Box, hold down the left mouse button and size the image to fill the entire page. Select File and choose a supplied image, eg PAPER1.BMP. Remove check from Keep X/Y Aspect. Now, from Local Menu select Arrange - remove check from Show. Your image is hidden. Repeat this with PAPER2.BMP superimposing it on PAPER1.BMP. Then place CRACKER.BMP on top, checking the Keep Size box. Again, hide this image.



2 From Page Menu select Events and drag the Start icon from the Events list. From Actions drag the Wave icon. From the Wave Menu select HOLLYWAVE. Check Repeat - OK. Back in the Events Menu, add the Timeline icon from the Actions list. Then in Timeline Menu, drag the Show icon into the timeline. In Show Effects Action Menu, select the Picture01 Object/Tiles from Effects Type and enter 1 in the Tile Size Box. OK.



3 Back in Timeline Menu, leave the time set at 0. Now drag another Show icon into the timeline, this time selecting the Picture02 Object/Tiles from Effects, and enter 2 in Tile Size Box - OK. Back in the Timeline Menu, enter 12 seconds into the timeline. Still in the Timeline Menu, drag a third Show icon and select the Picture03 object/4 Real Zoom Tiles from Effects - OK and 6 seconds in Timeline Menu - OK. Close the Events Menu.



4 Right click Picture03 and from Local Menu, select Events. From Events list, drag the Move Into icon and the Cursor icon from Actions. From the Change cursor menu, select HAND CURSOR. Add the Move Out icon, repeat the above but now select NORMAL CUR - OK. From Event List add the Mouse Up icon and from Actions, Turn Page icon. From New Page select Current Open and from Page select page2 - OK. Close Events Menu.

THE QUAKE COLLECTION

The latest and greatest add-ons.

Once again we've brought you the pick of the latest new Quake levels and upgrades. This month's selection includes a dartgun, a robot sidekick for single player games, a specialist bomber's kit for deathmatch games and DeathMatch Plus - an enormous compilation of previous prog patches, all working from one directory.

We've also got the pick of the new levels. You can load up the vast Worldcraft - one enormous room bristling with multiple levels, a bridge and lava. DeathMatch players can try 2FortMap, a level designed specifically for the Team Fortress patch. Or, if you're feeling nostalgic then try Kysenty3, basically the entry level of Doom 2, recreated by a loving admirer. We've included the Quake Level editor again this month, to tie-in with our feature on page 124. So if you think you can come up with better levels than these, bring on

your best shot! Remember, these patches can only be used with the registered version of the game, and not the shareware version. You'll need to have some familiarity with copying files, creating directories and other Windows operations in order to use them.

Before you can use a patch, you'll need to unzip it with Winzip. You'll find this in the Essentials collection on CD Review.

All the patches and levels include text files, which you should read before attempting to use them. All the patches work in slightly different ways, but we've tried to include only the simplest ones.

Generally, to use a 'prog' patch - that give you new weapons and opponents - you first create a new directory in the Quake folder. Then, copy the patch into the directory and unzip it with Winzip. Finally, launch the game by typing quake -game xxx, where xxx is the name of the new directory.

To use a new level, create a folder called Maps in the Id directory, which is in the Quake folder. Unzip the new level into Maps and then run Quake. To access the new level, go to the Quake console and type Map xxx, where xxx is the name of the new level.

Finally, we remind you yet again to look at the help files. Remember, these are not commercial products!



With friends like your Zeus bot and his lightening gun, you'll soon need more enemies...

From: Europress = 01625 859333 Minimum system: 486, 8Mb RAM, full version of Quake

MULTIMEDIA

Evolution of Life

Anyone who managed to catch Richard Dawkins' lecture on modern science, broadcast by BBC1 last month, will be aware that he's a very bright man. In fact, this is probably an understatement. An Oxford Professor, and author of bestselling books such as the *Blind Watchmaker*, *River Through Eden* and the *Selfish Gene*, Dawkins is on hand here to introduce his *Evolution of Life* CD-ROM which was put together by Notting Hill Multimedia.

Using this demo, which is exclusive to *CD Review*, you'll learn about what Dawkins terms 'the Baroque extravaganza of life'. After his introductory speech, you can point and click your way around his office. The spinning 3D DNA model to your left is your route to the DNA Lab, where you can learn about how these molecules, so crucial to life, replicate and mutate. A particularly good screen is the

one demonstrating point, insertion and deletion style mutations. The effects of each sort of mutation can be seen in the bushes at the top of the screen.

The boxing glove poster, also to your left when you start the demo, will tell you all about the struggle between various self-replicators to survive. Here you'll find more animations which basically illustrate the process of natural selection.

Unfortunately, however, you'll need to buy the full disc if you wish to find out about some of Dawkins' more specific theories. For a review of the full disc, turn to page 102.

This demo will run straight from the CD, but before you begin you'll need to have *QuickTime for Windows* installed. If, perchance, you haven't yet installed it, you can do so via the Essentials section of this very disc.



Richard Dawkins isn't famous for playing guitar, but he knows about the four bases in DNA.

From: Notting Hill ☎ 0171 229 0591 Minimum system: 486, 8Mb RAM

Simpsons Cartoon Studio

The *Simpsons*, in our opinion, is one of the best things on television. That famous dysfunctional family can now be the best thing on your PC too, with *CD Review's* outstanding exclusive demo of the *Simpsons Cartoon Studio*.

It's easy enough to get started with this demo's point and click interface. Just pick a background, then add your favourite characters along with props, sounds and special



Homer worries about how having a local E-mart will affect property values.

effects. Your cartoon can contain up to 1,200 frames. To view them one-by-one, just slide Krusty the Clown back and forth. Remember that whenever you add a

character or special effect, they bring with them a series of frames that follow on from their pose. Synchronicity can be tricky.

Please remember, however, that this is a demo version of the *Simpsons Cartoon Studio*. In the full version, hundreds more animations, sounds, props and special effects with which to unleash your latent cartooning talents. Explore the wacky world of cartoon cliché today.

From: Electronic Arts ☎ 01753 546465 Minimum system: 486SX/33, 8Mb RAM, 13 Mb hard disk space, SVGA, double speed CD drive, Windows 3.1 or 95

Jungle Activated

Jungle, they say, is the most revolutionary British pop movement since punk, so see what you think of it with this demo of *Jungle Activated*.

Using it, you'll be thrust into a rushin' jungle studio setting. Look left and click on those juiced-up speakers on the wall and you can hear beats from MBeat's tune, *Body and*

Run Tings by the Roughnecks. Kickin'.

Take a few more steps to the left, and you can find out about Maxine, one of the artists featured in the full version of the disc. Here you can hear her Jungle anthem, *Let it Flow*, and watch a short video clip where this rising star on the dance music scene introduces herself. And, to

back it all up, there's bit of text with a few more details on her.

The highlight of the disc is probably the mixing desk. Using this fantastic feature you can mix a limited number of bass, loops and keyboard sounds. Move the sliders up and down to adjust volume levels for each track, and click on the keys on the mini-keyboard to play some chords.

Oh, and don't forget to look for the jigsaw puzzle pieces when you're playing the demo. Let your body let your body let your body PUMP. As they say.

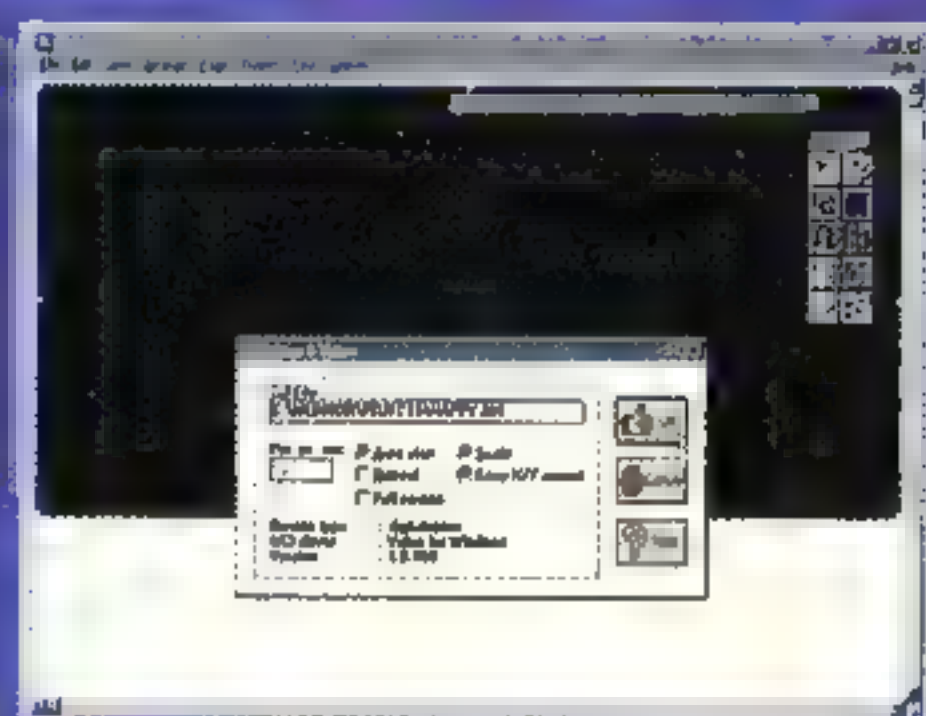


Maxine is a Lara Croft in the dance music world.

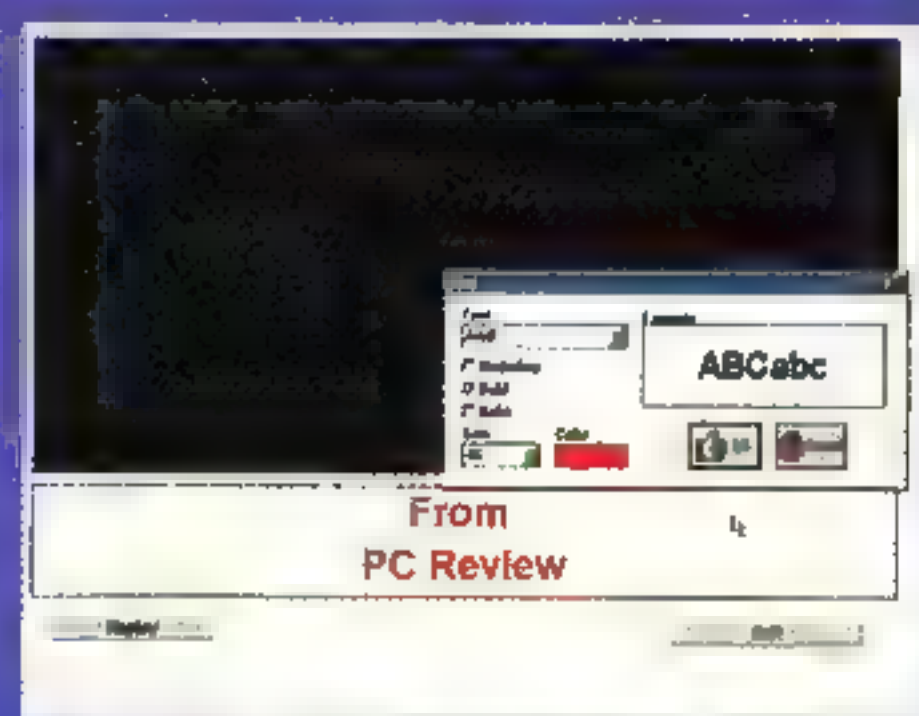


Some of the images will have you skipping beats.

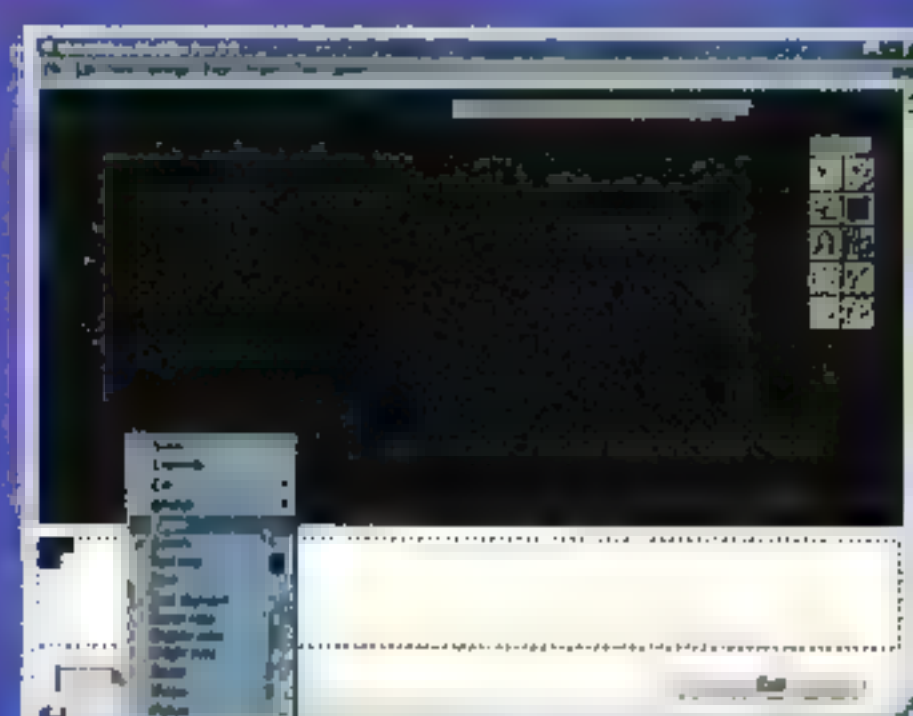
From: Media Fusion ☎ 0181 488 0862 Minimum system: 486, 8Mb RAM, 12Mb hard disk space.



5 Now, press [F8] and Select Page2 - OK. Click video from the Tool Box and draw a rectangle which fills most of the upper two-thirds of the page. From the Menu select FILE/HAPPY.AVI. Check Auto Start and Scale. You can now test run your nearly finished work by pressing [F5]. The test version will now play back for you. Right-click your mouse to stop the test. [F7] will run an integrity check and will correct any errors.



6 Click Text Object from Tool Box and draw a rectangle beneath the video object. Type your message. Select the text, right-click and from Local Menu adjust the font, size, colour and alignment. When you've finished editing right-click inside the text area and from Local Menu select Arrange/remove check from Show. Next click Button Object from Tool Box and make two buttons below text. Double-click each button and name them 'Replay' and 'Exit'.



7 Right-click your Replay button - from Local Menu select Events. Drag the Mouse Up icon and the Turn Page icon. From Effects/Page Turn, select page - OK. Do the same with the Exit button but select the Exit icon from Actions. Press [F9] and from Page Event drag the Start icon and Timeline from Actions. In Timeline Menu drag Show into the timeline. From Effect select Text01 object. In Timeline Menu set the time to two seconds.



8 Select File/Install Maker - click Floppy Disk - OK. Click Program Manager and type a name into Group Window Title and then Start Description. Now click Make Install. Install Maker gathers all the files, compresses them and puts them into a sub-directory of project. From the Copy Install Files Menu, enter the number of Sets you want copied. Place a 3.5 floppy in drive A, and click Go. You can now open your Christmas cards.

THE WORKS THE WORKS

Three Full Commercial Products

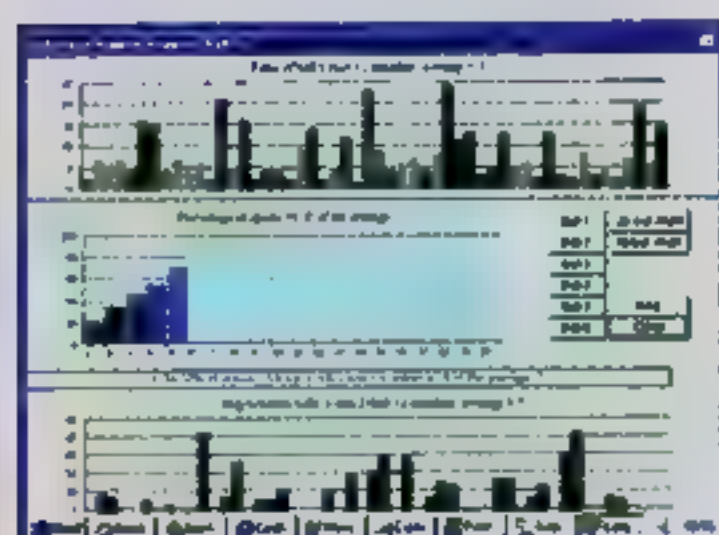
Not one, sadly not four, but a whopping three full products.

Lottery Cracker 2

Short of buying a ticket, *Lottery Cracker 2* is the best way to hit the jackpot. It offers oodles of graphs and charts designed to convince you that the nation's favourite flutter is anything but completely random. If nothing else, *Lottery Cracker 2* helps you manage your syndicates, and may even bamboozle friends into handing over more dosh.

Lottery Cracker 2 comes complete with stacks of lottery statistics. The most common numbers, colours, the ratios of odd and even numbers, the average for each ball and even the ratio of high to low numbers are all displayed. A variety of different prediction methods are featured.

By using built-in artificial intelligence to analyse



Can statistics prove that the lottery isn't random after all?

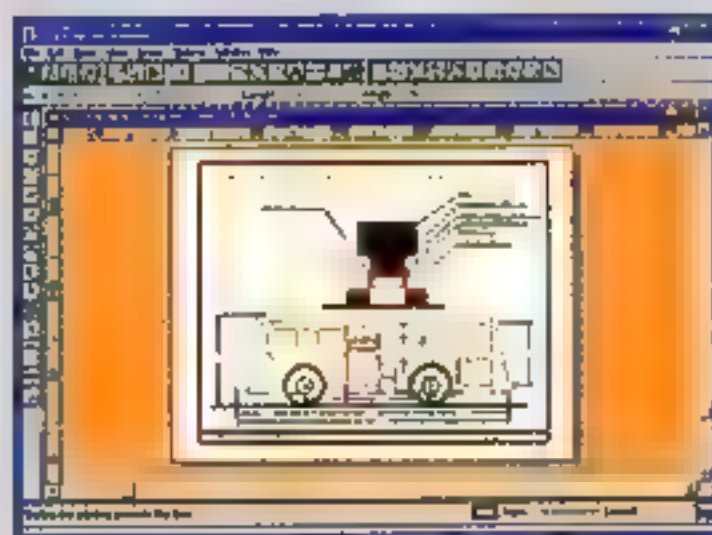
previous draws for patterns and then adding small random variations to these results, *Lottery Cracker* attempts to predict the most likely numbers. But we'll still wish you good luck!

TurboCAD 2.0

Did you know that CAD is an acronym for Computer Aided Design? *TurboCAD 2.0* enables you to place geometric shapes, arcs, circles, lines, polygons, and so on into a drawing – you can design anything from houses to bicycles. These shapes are called entities. You assemble and arrange the entities to represent real objects. For example, an ellipse inside a rectangle may be a bathtub. An entity is defined by geometric properties so you can use any number of editing tools to change those properties.

If you like *TurboCAD*, upgrade to version three. It includes over 300 new features, supports free stand-alone 3D drawing, modelling, rendering and animation, and has over 10,000 CAD symbols..

Upgrade price from *TurboCAD V2* to *V3* for PC Review readers is £49.95 (+£6.50 delivery + VAT) direct from IMSI.



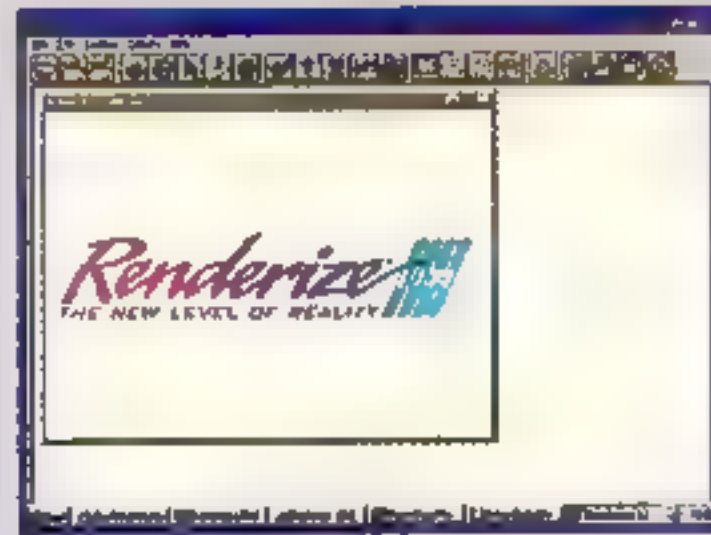
Designing firetrucks will never be the same again.

Visual Reality 1.5

Have you read our *Star Wars* feature? If you think you can do better, here are the tools to prove it. *Visual Reality* is a powerful graphics suite enabling you to create your own 3D worlds. It contains the tools you need to create scenes, render them and then manipulate the bitmaps that cover them. The software even includes a playing utility so you can orchestrate your own 3D animations.

Create the basic building blocks ('objects') in *Visual Model*. Objects can be combined together to create more complex shapes and certain objects can act as solids: these objects have volume and can be used to create complex geometric shapes.

It's impossible to explain a powerful program in a few lines. To that end, there's a full help file supplied with the program. It explains in detail how to create scenes of your dreams.



Renderize Live... create a new level of reality. Or something.

From: CCA-Software ☎ 0161 480 9811

Minimum system: 386, 4Mb RAM, 2Mb hard disk space

From: IMSI ☎ 0181 5812000.

Minimum system: 486, 4Mb RAM, 6Mb hard disk space

From: Visual Reality ☎ 01483 747526

Minimum system: 486, 4Mb RAM, 5Mb RAM disk space

Superscape Free Net Suite

You've probably heard about VRML – the Internet standard that enables Web creators to embed 3D graphics in their pages. But you won't have seen what it can do with just your plain vanilla browser. *Viscape* is a World Wide Web browser plug-in for viewing real-time 3D Web content. It doesn't work on its own – you'll need either *Netscape Navigator 2.0* or *Microsoft Internet Explorer 3.0* to run it. Check out the help file for more details.



Your Web pages will take on a new dimension with SuperScape Viscape.

From: Superscape VR ☎ 01256 745745

Min sys: 486, 4Mb RAM, Netscape Navigator 2.0 or Microsoft Internet Explorer 3.0.

Personalise your PC

Everything you need to get started on the Web. As well as 10 hours free on-line access, we've also included *Home Page Wizard*. To get started with CompuServe, install it from *CD Review* making sure to select "yes" when asked to copy the sign up files. When prompted, enter the following codes: Serial Number 999999, Agreement Number UKFPCREVN.



How many of CompuServe's pages can you get through in 10 hours?

From: CompuServe ☎ 01734 391064

Minimum system: 486, 4Mb RAM, 2Mb RAM hard disk space

Office Forms

Tied in with our feature on customising your PC, we've filled the disc with plenty of useful shareware programs to help you out. These include *AVI Constructor 32-bit*, *Backdrop for Windows*, *Full Motion v2*, *Logo Viewer*, *Microangelo v.2.1*, *Slideshow Screensaver*, *Projector*, *Photoshow 3D v2*, and *ScreenPix V1.2*. Together they'll have you creating your own backdrops in no time. See the feature on page 123.

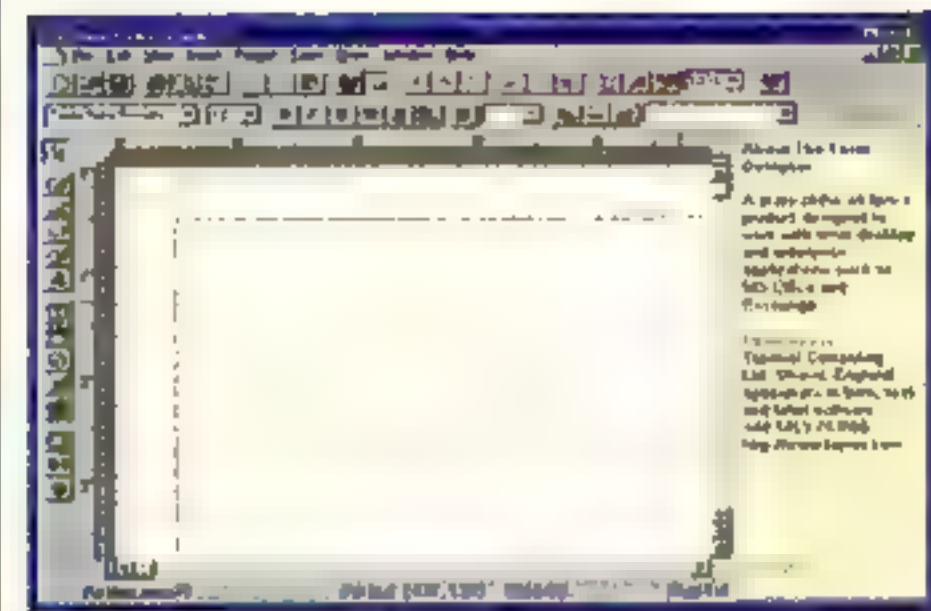
She's lovely. So stick loads of Windows on her.



From: various sources
Minimum system: n/a

Office Forms

Office Forms is a comprehensive library of forms. Tailor them to your needs then send them off to be filled in and returned. There are over 200 ready-made forms on the CD, such as special forms for accounts, personnel, expenses, planning and quality control. You can even choose between Classic, Jazzy, Professional or stark styles.



Once you install Office Forms, you'll never be caught short again.

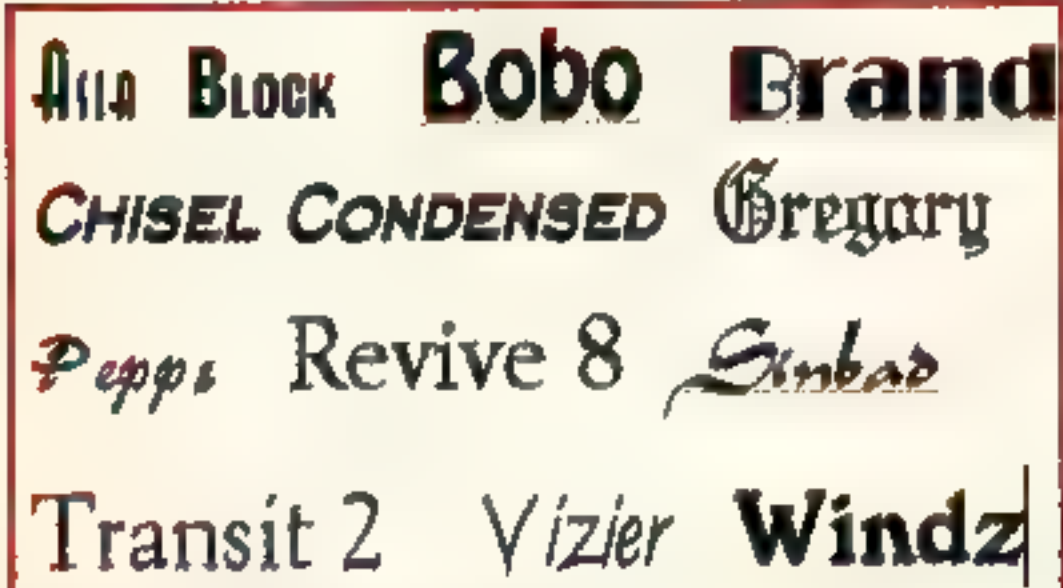
Developer: TopLeve ☎ //www.toplev.com

Minimum system: 486, 4Mb RAM, 6Mb hard disk space

RAW MATERIALS

Teaming up once more with DVS UK, we bring you a quality selection of resources – 12 fonts, 12 clip art pictures and 12 PhotoCD images. They're royalty free, too.

A complete range of DVS titles are available direct from the Bluepoint corporation. You can get hold of them from all good retailers for £14.99. (Call the Bluepoint corporation on 01908 277007 for a free catalogue). On *CD Review*, you'll find this month's offers in the directory PFC, which has three further directories: PHOTOS, CLIPART and FONTS.



This month's selection of fonts.



Just one of 12 PhotoCD images.



There are 11 more clip art pics on the disc.

Essential Selection

A whole stack of vital topics are filed under the PC Essentials section of our menu.

DirectX

Developed by Microsoft, DirectX increases the speed of graphics and sound processing under Windows 95.

Video

Find out how to set up your video card and how to use the video card in Windows 95.

Graphics

Find out how to set up your graphics card and how to use the graphics card in Windows 95.

Compression

With WinZip, you can compress your disk space and also save your precious hard drive space.

Windows

Find out how to set up your Windows 95 program and how to use the Windows 95 program.

Troubleshooters guide to CD Review

Having a problem?

If you're having a problem with a *CD Review* demo we suggest you first read the corresponding entry in these disc pages. If you can see the files on your CD then the chances are that you don't have a faulty CD and may need to read through the Memory section below. If your CD-ROM drive refuses to run, or read the disc, then you should send your CD to the following address and a new, working version will be returned to you within 28 days: PCR62 CD Returns, Diskexpress, 7 Willow Court, Bourton Indus Park, Bourton-on-the-Water, Gloucestershire, GL54 2HQ.

Windows 95

Some DOS Games have problems running in Windows 95. We've included an option to run all the DOS games that we know work in Windows 95 from our menu, but we can't guarantee they will work on all systems. If you find you're having trouble running a DOS game in Windows 95 then try running it from our DOS Menu. First select Restart in DOS Mode from our ShutDown Menu, then when DOS has started type D:\PCR, where D is the prompt of your CD Drive.

Install and run options

Make sure you select the default installation path for all demos, otherwise when you click the Run button nothing will happen.

Memory

Configuring your PC with just the right amount of free memory can be a tricky as crossing the Alps single-handed, but don't worry, simply follow these easy tips and everything should be fine.

If you have trouble running a demo it might be because you need to free up more conventional memory. Conventional memory is the memory below 640k. Even if you have a PC with 8Mb RAM, that doesn't mean that you'll automatically have enough conventional memory to run a *CD Review* demo.

To find out how much free conventional memory you have type MEM [Enter] at the DOS prompt. If the figure beside the line 'largest executable program size' is less than about 550k then your system probably isn't set-up properly.

You can free up more conventional memory by loading the EMM386 driver, which allows you to move other device drivers out of conventional memory and into upper memory, thus freeing up more space. To add the EMM386 driver you need to edit your system files (the AUTOEXEC.BAT and CONFIG.SYS files). Make a copy of them before editing. At the C:\> prompt type: COPY C:\CONFIG.SYS CONFIG.BAK COPY C:\AUTOEXEC.BAT AUTOEXEC.BAK Then, if you have any problems later on, you can return to these files by typing: COPY C:\CONFIG.BAK CONFIG.SYS COPY C:\AUTOEXEC.BAK AUTOEXEC.BAT To edit your system files type EDIT followed by the name of the file. The following lines should be in your CONFIG.SYS file: DEVICE=C:\DOS\HIMEM.SYS DEVICE=C:\DOS\EMM386.EXE NOEMS DOS=HIGH, UMB

Any lines starting with DEVICE should be changed to DEVICHIGH. In the AUTOEXEC.BAT any device being loaded should now be loaded into high memory. For example the line: C:\MOUSE\MOUSE should read LH C:\MOUSE\MOUSE

These changes should result in greater free conventional memory. Another way to free up more conventional memory is to remove any Terminate and Stay Resident (TSR) programs that are automatically loaded by the system files. The following lines are not essential for using *CD Review*. If you see them in your system files, disable them by putting REM at the start of the line.

In Config.sys you may want to remove any line containing SMARTDRV.SYS, DISPLAY.SYS or CCOUNTRY.SYS.

In Autoexec.bat you could remove any line containing SMARTDRV or DOSKEY and any line that loads a memory resident virus checker.

You can return your system to its previous state by removing the REM commands, then rebooting your system. Remember any change to a system files will not take effect until your system has been rebooted.

EMS Memory

Some PC games require EMS memory rather than XMS memory. To configure your PC for EMS memory change the line in your CONFIG.SYS reading:

DEVICE=C:\DOS\EMM386.EXE NOEMS to DEVICE=C:\DOS\EMM386.EXE RAM

and reboot your machine for the changes to take effect. You will probably have to change back to XMS memory by reversing the above change for your other programs to work.

DirectX

DirectX is a series of drivers developed by Microsoft to increase the speed of graphics and sound processing under Windows 95. In particular, games and multimedia applications demand the fastest possible display performance. The drivers are still in development however, and there have been reports of DirectX overwriting default graphics drivers and thus crashing Windows 95.

If, after running a DirectX demo from *CD Review*, you experience graphics problems when restarting Windows 95, you will need to restore the original drivers. To do this:

1. Shut down your PC.
2. Restart Windows in safe mode. To do this press F8 when your PC reports it is 'Starting Windows 95'. Then select 'Safe Mode' from the menu.
3. At the desktop, insert the *CD Review* disc. Press Start and then select Run from the Taskbar.
4. At the prompt type D:\DIRECTX\DXSETUP.EXE (where D refers to the letter of your CD drive).

The DirectX set-up program will now appear. Select 'Restore Windows 95 Drivers' to return your PC to normal.

We should add these are problem are rare, and they should not put you off enjoying the contents of *CD Review*.

Disclaimer

CD Review is thoroughly checked for all known viruses, and independently certified before duplication. While every care is taken in selection, testing and installation of *CD Review*, Future Publishing cannot accept responsibility for loss or damage occurring during its use. You are strongly advised to have recent, verified back-ups of all important files before installing any new software.

Support

If you need help getting a demo to work then phone our technical support line on 01225 442244 and ask for Trevor Wilt. Better still, e-mail him on support@futurenet.co.uk

RUNNING PROGRAMS MANUALLY

Windows 3.1

To run a program manually using Windows 3.1 select File from the Windows Program Manager menu, then select Run from the pull-down menu. Use the Browse option to select the directory, and then the file. Double click on the file name to run it.

Windows 95

Using Windows 95, click the Start button from the menu bar, then select Run. Use the browse option to select the directory, and then the file.

DOS

Type C:\ followed by the directory name at the DOS prompt of your CD-ROM drive, then press [Enter]. Finally, type the name of the file and press [Enter].

Here's a list of the executable files you need to run (assuming your CD-ROM drive is D:\).

Program directory and filename

- 9 The Last Resort D:\NINEDEMO.EXE
- BLAM! MachineHead D:\BLAM\INSTALL.BAT
- CHAMP Kong D:\KONG\INSTALL.BAT
- Compuserve Trial D:\WINCIM\SETUP.EXE
- The Evolution of Life D:\EVOL95.EXE
- FIFA 97 D:\FIFA97\FIFA95.EXE
- Home Page Wizard D:\HPWIZ\SETUP.EXE
- HyperBlade D:\HBDemo\SETUP.EXE
- Jungle Activated D:\JUNGLE\JUNGACT.EXE
- Lottery Cracker 2 D:\CRACKER\CDSETUP.EXE
- Medi8or D:\MEDI8OR\INSTALL.EXE
- Mutant Penguins D:\SETUP.EXE
- Office Forms D:\OFFDEMO\SETUP.EXE
- Simpsons Cartoon Studio D:\SIMPSONS
- Superscape Viscap D:\SSCAPE\VISCAPE\VE20ALL.EXE
- Tomb Raider D:\TOMBRAID\INSTALL.BAT
- ToonStruck D:\TOONSTRU\INSTALL.EXE
- TurboCad 2 D:\INSTALL.EXE
- Quake 1.06 D:\PLAYER\QUAKE\INSTALL.EXE
- Ultimate Soccer Manager 2 D:\USM2.BAT
- Visual Reality 1.5 D:\VISSET.EXE

The Complete Internet Revenge Manual

Revenge can be very sweet, as this month's instalment shows. Don't let them get away with it!

Part 5

Dearest darling,

Thank you many for recent e-mail. This reach me last week at the Agency. I cannot believe my eyes and I type this reply fast - they send it back for me!

Of course I marry you, you my number one love man!

I leave Philippines dead soon for our love-making nest and marriage bed. Since Wedding Agency send me your picture I fall in love lots of plenty with you, but what large surprise I get when you ask me marry you all of suddenly. I happiest girl in whole Manila to come England and make babies!

The Agency say they fix papers so I can be side of you by two month. I quit job in bar and leave that life behind like never happen.

I look forward seeing England so plenty much. I like Englishmen plenty good as they are always generous and want to do it normal way.

If I come two month, I can be for my forty five birthday!

I make you plenty happy and be good wife to you. I have to go now to have dressing changed but start packing real soon, number one love guy!

With magnificent kisses,

Corina XXXXXXXXXXXXXXXXXXXX

The Complete Internet Revenge Manual is brought to you by Mark Leigh and Mike Lapine. If you like this, then you'll love their latest book. The Office Revenge Kit is published by Virgin Books in November 1996 and contains 90 of the most despicable ways to get your own back at people in the office, like bitchy secretaries, flash salesmen, boring bosses. In fact, anyone can be targeted, effectively and anonymously, with authentic-looking memos, letters, faxes or notices.

Next month we'll bring you the chance to win some of the kits!



BRITISH ALTERNATIVE FILM SPONSORSHIP COUNCIL PLC
15 Upper Turnham Street
Charing Cross
London WC2 TT4

Dear Investor,

Re; PETER McCABE'S PRODUCTION OF PINK CITY, BLUE MORNING

Thank you for your recent e-mail confirming your confirmation as a sponsor for the above British film project, and for choosing an 'Active Partner' role in the production. Your pledge of significant financial support is presently with our legal department and will shortly be processed.

As you are aware, The British Alternative Film Sponsorship Council in association with Equity is in a position to offer a limited number of small acting roles in the film to shareholders in return for their support. We are pleased to confirm that your role in Pink City, Blue Morning is as follows;

Your part will be: Sean Finlay, one of Stefan's transexual arm-wrestling troupe

Your lines will be as follows
1; Whar's he doing here?
2; Oh, OK then - but only if you don't push
3; I lost it down the lavvy, didn't I, eh?
4; I'm just a tender wee bairn at heart, Stefan...
5; (pant, pant) that's better. I could hardly breathe
6; Put that away - this instant!
7; Please, no. No. Not like that. No.
8; This limp will be a reminder of you for the rest of my life.

We hope that this part meets with your approval.

Your total financial commitment is;
6 x £1,000 normal equitable shares
1 x £5,000 'Active Partner' shares
8 x £500 'spoken line' shares
Your total commitment is therefore £9,000, payable as our previous correspondence.

We are pleased to confirm that returns on each #1000 share will be rated at 0.002% of gross takings, including video and satellite and cable licensing

Shooting on Pink City, Blue Morning will commence in London in January next year. The days you will be required to attend will be scheduled closer to shooting.

Once again, thank you for your offer of financial support in this endeavor. We believe that there is a potentially very sizable market for a film about arm-wrestling in Britain in the 1960s, especially when coupled to a heartwarming male love story and confidently promise you excellent returns on your generous investment.

(signed)
E Cole.
Production Secretary
Pink City, Blue Morning

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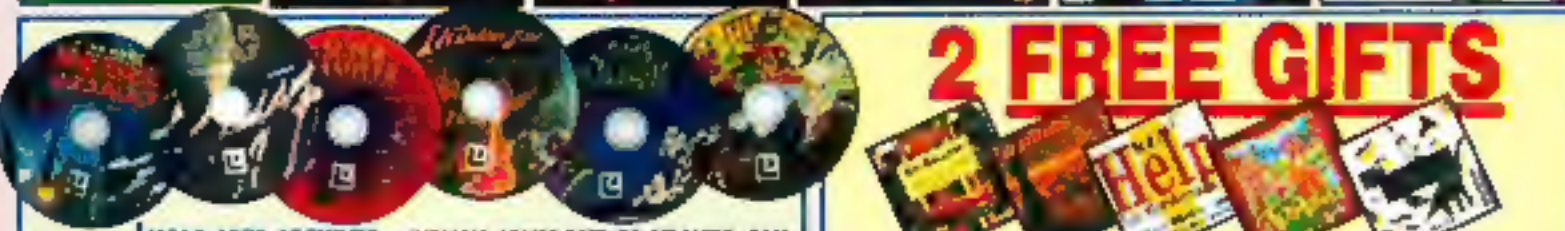
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1944 Across the Rhine	£9.99	Microsoft Flight Sim 5.1 + New York + Paris	£36.99
7th Guest	£9.99	Microsoft Flight Shop	£35.99
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Actia Soccer	£17.99	Scenery Disk - Europe 1	£23.99
Alien Trilogy	£34.99	Flight Sim 5.1 Tower	£36.99
Apache Longbow (Please specify Win 95 or DOS)	£19.99	Flight Sim 5.1 Scenery & Object Designer	£36.99
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Battleground Adrenalin/Gettysburg	£24.99	Monster Truck Madness	£30.99
Battleground Shogun/Waterloo	£25.99	Monty Python & The Holy Grail Limited Signed Edition	£26.99
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Bioware	£11.99	Myst	£19.99
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Broken Sword	£23.99	Need for Speed	£23.99
Bubble Bobble	£21.99	Need for Speed Special Edition	£29.99
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